

# Blogger App documentation

## \*Requirements

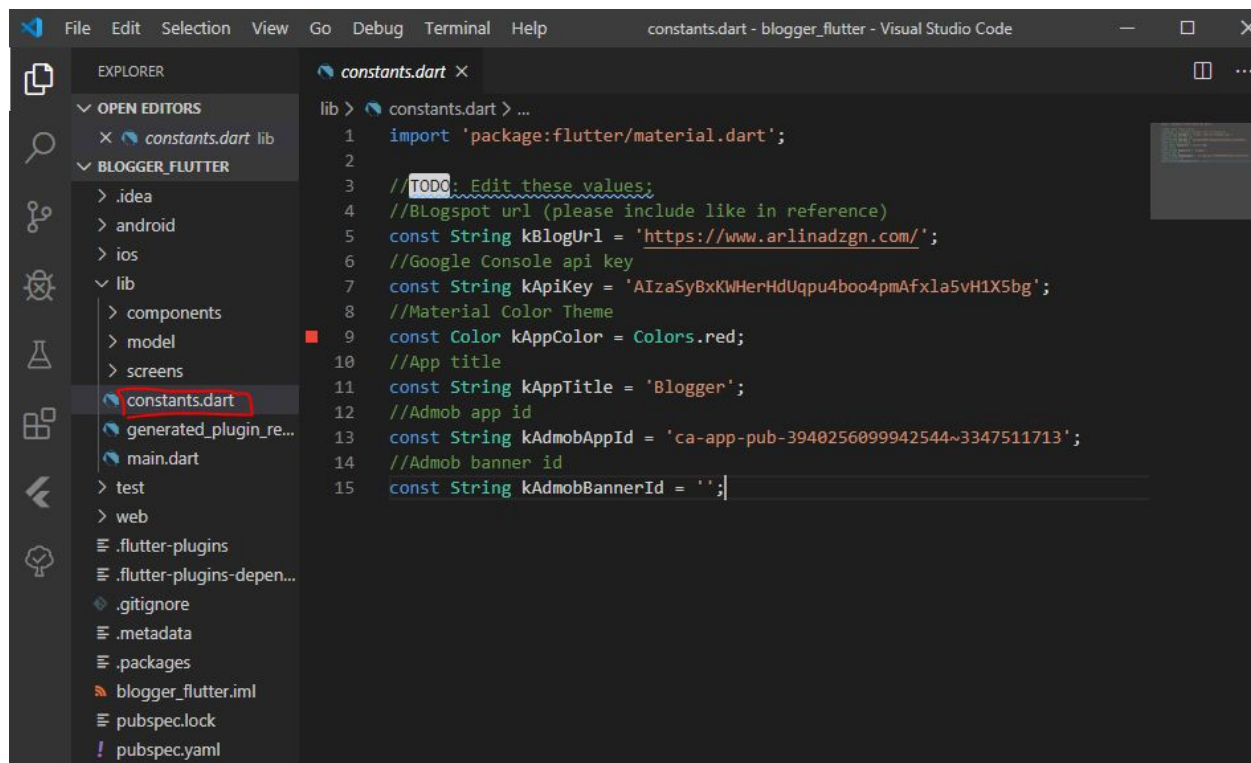
1. You should install flutter on your computer for exporting android or ios  
<https://flutter.dev/docs/get-started/install>
2. Google console API key with blogger v3 API enabled  
<https://developers.google.com/maps/documentation/javascript/get-api-key#get-the-api-key>
3. Lastly Blogger site

**If you are not able to do this I can export apk for you on Fiverr**

<https://www.fiverr.com/share/1qOEor>

## How to customize the project

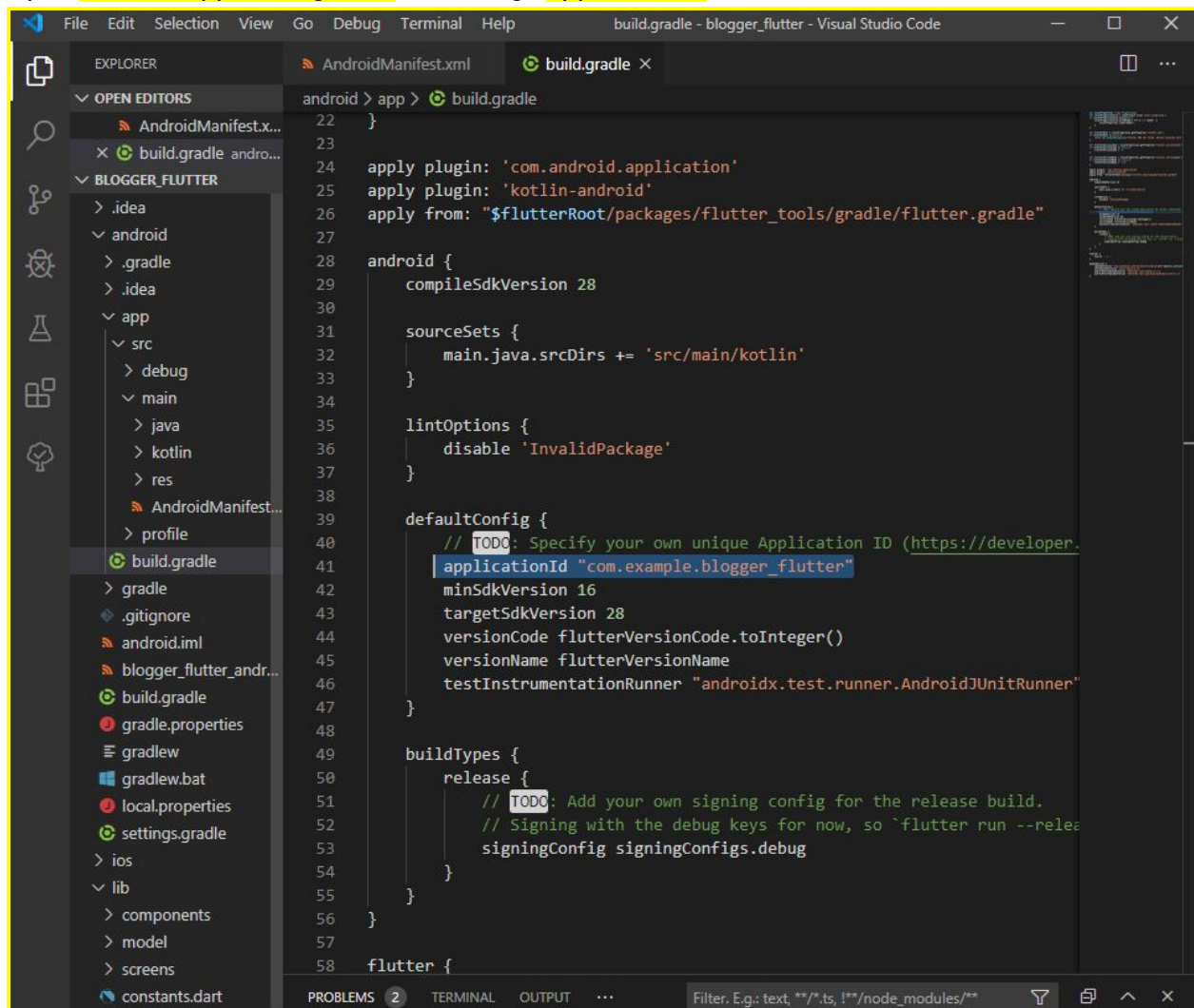
1. Open **"lib/constants.dart"** file



```
lib > constants.dart > ...
1  import 'package:flutter/material.dart';
2
3  // TODO: Edit these values;
4  //Blogspot url (please include like in reference)
5  const String kBlogUrl = 'https://www.arlinadzgn.com/';
6  //Google Console api key
7  const String kApiKey = 'AIzaSyBxKWHerHdUqpu4boo4pmAfxla5vH1X5bg';
8  //Material Color Theme
9  const Color kAppColor = Colors.red;
10 //App title
11 const String kAppTitle = 'Blogger';
12 //Admob app id
13 const String kAdmobAppId = 'ca-app-pub-3940256099942544~3347511713';
14 //Admob banner id
15 const String kAdmobBannerId = '';
```

2. Change the values as you need

3. Open `android/app/build.gradle` and change `applicationId`

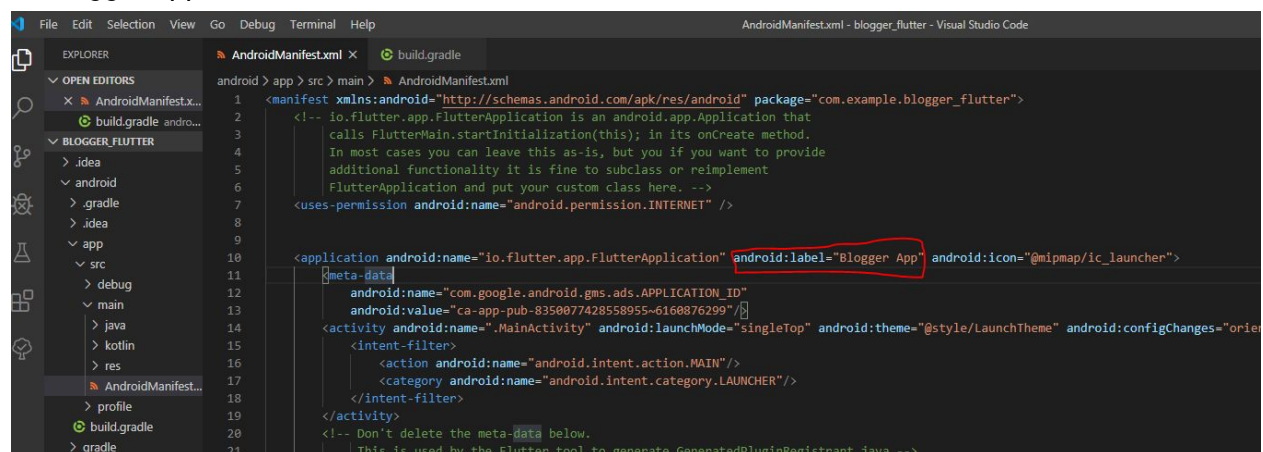


```
File Edit Selection View Go Debug Terminal Help build.gradle - blogger_flutter - Visual Studio Code

EXPLORER
  OPEN EDITORS
    AndroidManifest.x...
    build.gradle andro...
  BLOGGER_FLUTTER
    .idea
    android
      .gradle
      .idea
    app
      src
        debug
        main
          java
          kotlin
          res
        AndroidManifest...
        profile
      build.gradle
      gradle
      .gitignore
      android.iml
      blogger_flutter_andr...
      build.gradle
      gradle.properties
      gradlew
      gradlew.bat
      local.properties
      settings.gradle
    ios
    lib
      components
      model
      screens
      constants.dart

android > app > build.gradle
22 }
23
24 apply plugin: 'com.android.application'
25 apply plugin: 'kotlin-android'
26 apply from: "$flutterRoot/packages/flutter_tools/gradle/flutter.gradle"
27
28 android {
29     compileSdkVersion 28
30
31     sourceSets {
32         main.java.srcDirs += 'src/main/kotlin'
33     }
34
35     lintOptions {
36         disable 'InvalidPackage'
37     }
38
39     defaultConfig {
40         // TODO: Specify your own unique Application ID (https://developer
41         applicationId "com.example.blogger_flutter"
42         minSdkVersion 16
43         targetSdkVersion 28
44         versionCode flutterVersionCode.toInteger()
45         versionName flutterVersionName
46         testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"
47     }
48
49     buildTypes {
50         release {
51             // TODO: Add your own signing config for the release build.
52             // Signing with the debug keys for now, so `flutter run --rele
53             signingConfig signingConfigs.debug
54         }
55     }
56 }
57
58 flutter {
```

4. Open `android/app/src/main/AndroidManifest.xml` and change `android:label` value of "Blogger app"



```
File Edit Selection View Go Debug Terminal Help AndroidManifest.xml - blogger_flutter - Visual Studio Code

EXPLORER
  OPEN EDITORS
    AndroidManifest.x...
    build.gradle andro...
  BLOGGER_FLUTTER
    .idea
    android
      .gradle
      .idea
    app
      src
        debug
        main
          java
          kotlin
          res
        AndroidManifest...
        profile
      build.gradle
      gradle
      .gitignore
      android.iml
      blogger_flutter_andr...
      build.gradle
      gradle.properties
      gradlew
      gradlew.bat
      local.properties
      settings.gradle
    ios
    lib
      components
      model
      screens
      constants.dart

android > app > src > main > AndroidManifest.xml
1 <manifest xmlns:android="http://schemas.android.com/apk/res/android" package="com.example.blogger_flutter">
2     <!-- io.flutter.app.FlutterApplication is an android.app.Application that
3          calls FlutterMain.startInitialization(this); in its onCreate method.
4          In most cases you can leave this as-is, but you if you want to provide
5          additional functionality it is fine to subclass or reimplement
6          FlutterApplication and put your custom class here. -->
7     <uses-permission android:name="android.permission.INTERNET" />
8
9     <application android:name="io.flutter.app.FlutterApplication" android:label="Blogger App" android:icon="@mipmap/ic_launcher">
10         <meta-data
11             android:name="com.google.android.gms.ads.APPLICATION_ID"
12             android:value="ca-app-pub-8350077428558955~6160876299"/>
13
14         <activity android:name=".MainActivity" android:launchMode="singleTop" android:theme="@style/LaunchTheme" android:configChanges="orien
15             <intent-filter>
16                 <action android:name="android.intent.action.MAIN"/>
17                 <category android:name="android.intent.category.LAUNCHER"/>
18             </intent-filter>
19         </activity>
20     <!-- Don't delete the meta-data below.
21          This is used by the Flutter tool to generate GeneratedPluginRegistrant.java -->
```

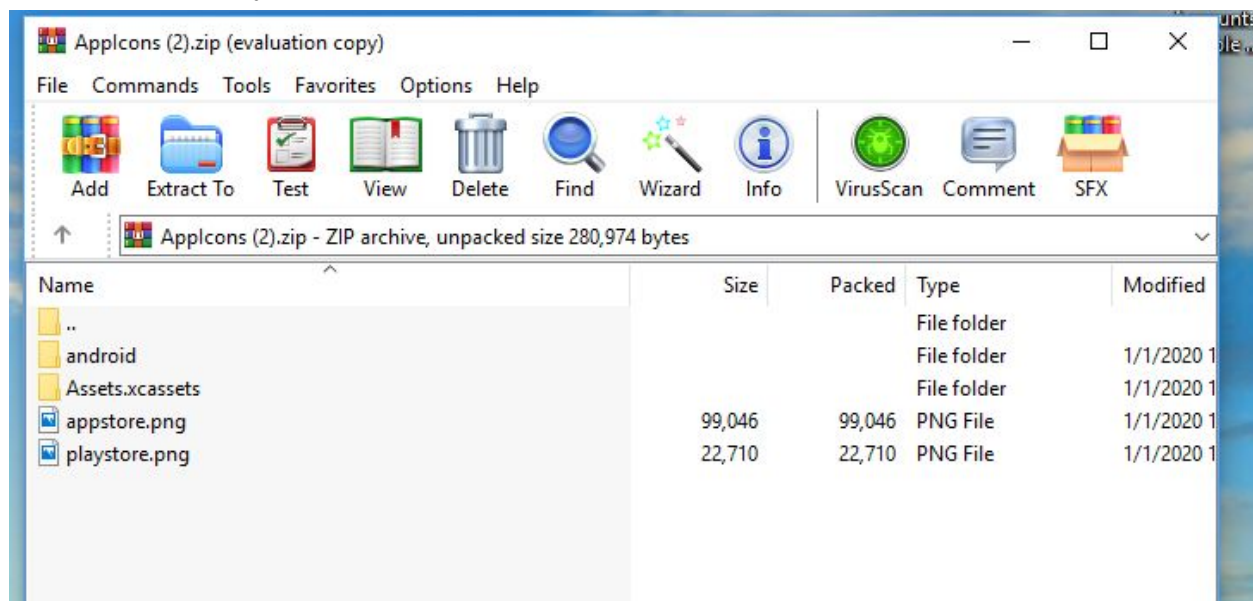
5. In the **AndroidManifest.xml** file change highlighted area with your AdMob app id

```
old / app / src / main / > AndroidManifest.xml
<manifest xmlns:android="http://schemas.android.com/apk/res/android" package="
<!-- io.flutter.app.FlutterApplication is an android.app.Application that
calls FlutterMain.startInitialization(this); in its onCreate method.
In most cases you can leave this as-is, but you if you want to provide
additional functionality it is fine to subclass or reimplement
FlutterApplication and put your custom class here. -->
<uses-permission android:name="android.permission.INTERNET" />

<application android:name="io.flutter.app.FlutterApplication" android:label="Blogger App" android:icon="
<meta-data
  android:name="com.google.android.gms.ads.APPLICATION_ID"
  android:value="ca-app-pub-3940256099942544~3347511713"/>

  <activity android:name=".MainActivity" android:launchMode="singleTop" android:theme="@style/LaunchTh
    <intent-filter>
      <action android:name="android.intent.action.MAIN"/>
      <category android:name="android.intent.category.LAUNCHER"/>
    </intent-filter>
  </activity>
  <!-- Don't delete the meta-data below.
  This is used by the Flutter tool to generate GeneratedPluginRegistrant.java -->
  <meta-data android:name="flutterEmbedding" android:value="2" />
</application>
</manifest>
```

6. Lastly, if you want to change the app icon you can use <https://appicon.co/> for generating the app icon. Then you got a zip file that contains the app icon. Like that:



For the android, Open **android/app/src/main/res** folder and copy folders from **inside android** folder to the **res** folder

For the ios, Open **ios/runner/Assets.xcassets** folder and replace **Applcon.appiconset** folder with new one that in the zip file

# Exporting

1. Build and release an Android app  
<https://flutter.dev/docs/deployment/android>
2. Build and release an iOS app  
<https://flutter.dev/docs/deployment/ios>

Thanks for purchasing

**If you are not able to do this I can export apk for you on Fiverr**  
<https://www.fiverr.com/share/1qQEor>

If you have any problem please contact me via [sananmammadov99@gmail.com](mailto:sananmammadov99@gmail.com)

Please Don't forget to rate me <https://codecanyon.net/user/sananmammadov> :)