

PROFESSIONAL TRAINING REPORT
at
Sathyabama Institute of Science and Technology
(Deemed to be University)

Submitted in partial fulfillment of the requirements for the award of
Bachelor of Engineering Degree in Computer Science and Engineering

By
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SATHYABAMA

INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY)

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonafide work of **THOKALA DIVYA (40111339)** who carried out the project entitled "**CLUB HOUSE CLONE**" under my supervision from Aug 2022 to Oct 2022.

Internal Guide

Dr.Ms.Dharani

Head of the Department

Submitted for Viva voce Examination held on _____

Internal Examiner

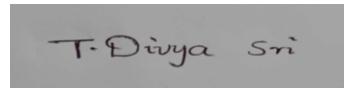
External Examiner

DECLARATION

I DIVYA SRI THOKALA (Name/s of the individual Candidate) here by declare that the Project Report entitled CLUB HOUSE CLONE done by me under the guidance of Dr.Ms.Dharani is submitted in partial fulfillment of the requirements for the award of Bachelor of Engineering degree in Computer Science and Engineering.

DATE:

PLACE:

A rectangular box containing a handwritten signature in dark ink. The signature appears to read "T. Divya Sri".

SIGNATURE OF THE CANDIDATE

ACKNOWLEDGEMENT

I am pleased to acknowledge my sincere thanks to **Board of Management of SATHYABAMA** for their kind encouragement in doing this project and for completing it successfully. I am grateful to them.

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I wish to express my thanks to all Teaching and Non-teaching staff members of the **Department of Computer Science and Engineering** who were helpful in many ways for the completion of the project.

TRAINING CERTIFICATE



ABSTRACT

CLUB HOUSE APP is an Audio-based Social Network App,Engaging Informative ,Platform Of Making new Connections. Where users Host Meetings and Discuss Various Topics .It can be Customized based on the Client's Requirements. This project is built by using FLUTTER FRAMEWORK and implementing by DART PROGRAMMING LANGUAGE.

Initially Application Displays The Welcome page and Agree th terms and Conditions Policy By User . And User should enter the details such as Phone Number , Full name , and Username in their Respective page and Set the profile photo. Here comes the main part of the application it displays the Scheduled meetings in the top and followed by the Currently running Meetings .Users can join in any meeting or User can Create A Room and Can Share the link to anyone.

Hence , Club house clone is a Most Flexible Conversative Application ,Fun Way To Learn , Teach and Connect , That You Can join a Club room and Host a Room Freely . Each Room Is like a live Interactive And Unfiltered Podcast.

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1.Introduction

1.1 Introduction of club house

Nowadays, a person can hardly imagine a normal life without socializing online. Due to such a need, the Clubhouse became a way to exchange information. Briefly speaking, it's an audio chat room where people gather and discuss specific topics. In the app's early days, hundreds of millions of listeners used it as a substitute for real-life meetups. Usually, a so-called room has two groups: speakers and listeners. Participants can also look through the list of people participating in the debate. Unlike the rest of the social networks, the Clubhouse has a strict hierarchy: you can join a room as an invite-only user. Moreover, the moderator has a right to exclude some participants.

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Club House is a closed heirarchial Platform. A moderator oversees discussions and has the ability to let someone chime in or to kick out the unruly. In addition to the "clubs" sorted by topic, two or more users can join together and start their own chat room

1.2 Overview of the application

Clubhouse is a social audio app for iOS and Android where users can communicate in audio chat rooms that accommodate groups of thousands of people.

Clubhouse led to the emergence of a new social media segment known as social audio or drop-in audio. Soon realizing the potential of this segment, a handful of companies came out with their social audio solutions as standalone products or as an expansion to their current products. Clubhouse being the pioneer in this segment, all competitors eventually adapted its features to their products. Clubhouse is a space for casual, drop-in audio conversations—with friends and other interesting people around the world

2.1 App Specification

2.1.1 Rooms: The main feature of Clubhouse is real-time virtual “rooms” in which users can communicate with each other via audio. Rooms are categorized based on differing levels of privacy. “Open rooms” can be joined by anyone on Clubhouse, and all rooms default to this setting on creation. In “social rooms,” only users followed by the moderators are allowed to join. Users need to receive an invite from the moderators to join “closed rooms.” Within a room, there are three sections: the “stage,” “followed by the speakers,” and “others in the room.”

The profile picture and name of each user present in a room are displayed in the appropriate section. When a user creates a room, they are assigned the role of “moderator” which gives them the power to call users to the stage, mute users, and remove speakers from the stage. The moderator role is denoted by a green star that appears next to the user's name. When a user joins a room, they are initially assigned to the role of a “listener” and cannot unmute themselves. Listeners can notify the moderators of their intent to join the stage and speak by clicking on the “raise hand” icon. Users who are invited to the stage become “speakers,” and gain the ability to unmute themselves. Users can exit a room by

tapping the “leave quietly” button or the peace sign emoji

2.1.2 Events: A lot of conversations in Clubhouse happen spontaneously, but users can schedule conversations by creating events. When scheduling an event, users can first name the event and then set the date and time that the conversation will begin. Users can also add co-hosts to help moderate the event. Once an event is created, it is added to the Clubhouse “bulletin.” The bulletin displays upcoming scheduled events and allows users to set notifications for events by clicking the bell icon corresponding to the event. Users can access the bulletin by clicking on the calendar icon at the top of the home page.

2.1.3 Clubs: At the Clubhouse, clubs are user communities that regularly discuss a common interest. Many clubs are present in Clubhouse representing a wide array of topics and users can find clubs by name under the search tab. A club consists of three categories of users - “Admin”, “Leader”, and “Member”. Members can create private rooms and invite more users into the club. Leaders have all the privileges of a member, also authorized to create/schedule club-branded open rooms. An admin can modify club settings, add/delete users, change user privileges and create/schedule any type of room. There are three types of clubs - “Open”, “By Approval”, and “Closed” for membership. Any user can join an open club by pressing the "Join The Club" button on the club profile.

In case of approval, users need to apply and wait for membership by pressing the "Apply To Join" button on the club profile. The admins of the respective club are privileged to accept or reject the user's request. In a closed club, membership is limited to users selected by the club admin. All users of a club will be notified when a public room within the club is created.

3.Used Technologies

3.1 Flutter Framework

Flutter is Google's open-source technology for creating mobile, desktop, and web apps with a single codebase. Unlike other popular solutions, Flutter is not a framework or library; it's a complete SDK – software development kit.

A library is basically a reusable piece of code that you put in your application to perform a particular function.

A framework is a structure that provides you with a skeleton architecture for building software. It's a set of tools that serves as a foundation for your app, requiring you to fill in the blanks with your code to complete the entire structure and get the desired functionality.

Flutter SDK:

An SDK has a much wider scope as it's a collection of tools, including libraries, documentation, APIs, sometimes frameworks, and more, giving you all you need for software development. And that's the case with Flutter — it already contains everything necessary to build cross-platform applications.

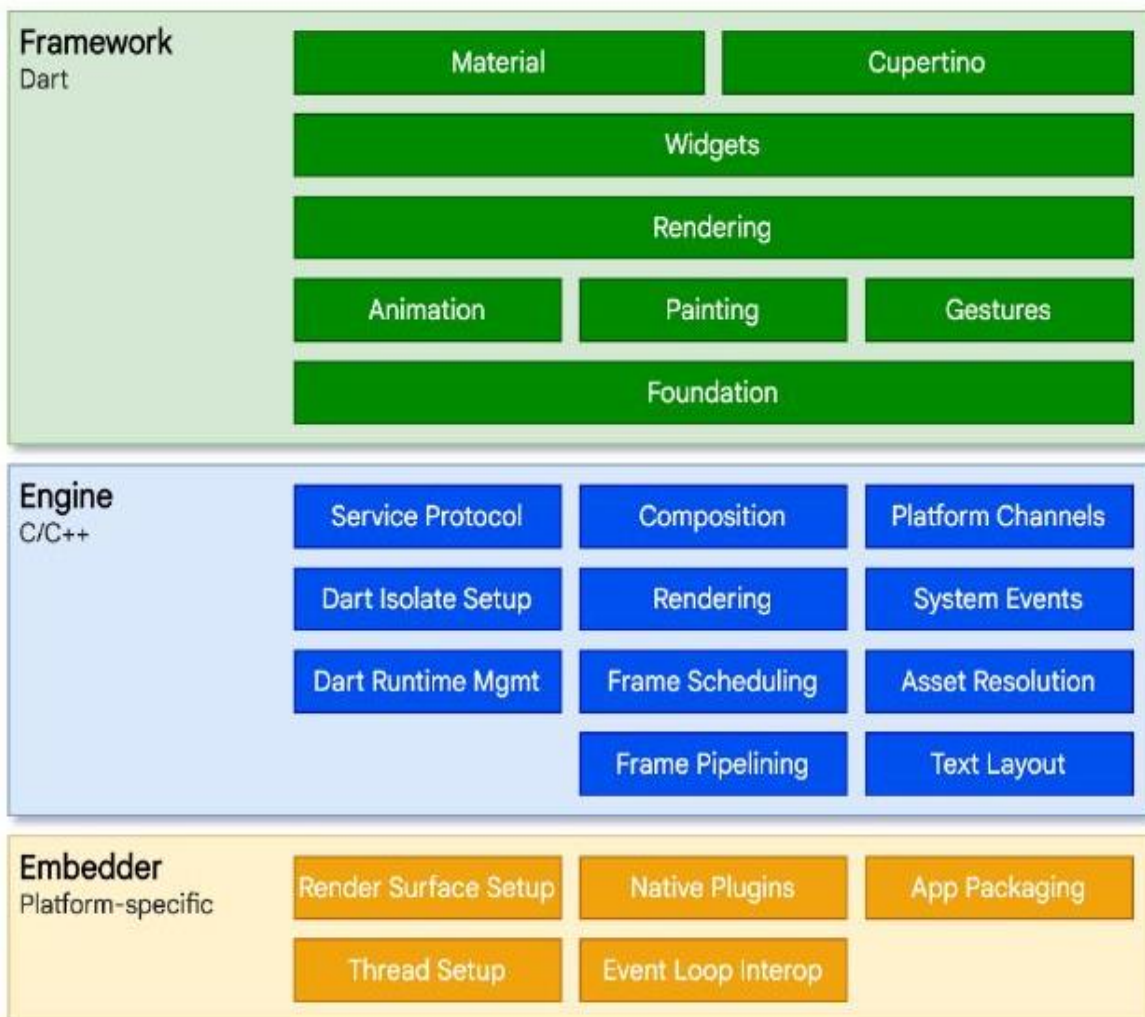
Pros Of Flutter:

- Dart programming language – a simple and effective tool
- Ahead-of-Time (AOT) and Just-in-Time (JIT) compilation types
- No need for XML files

- No need for intermediate bridges

Cons Of Flutter:

- Lack of third-party libraries
- Relatively low adoption of Dart
- Flutter app size



3.2 Dart Language

Dart is a client-optimized language for developing fast apps on any platform. Its goal is to offer the most productive programming language

for multi-platform development, paired with a flexible execution runtime platform for app frameworks.

The Dart language is type safe; it uses static type checking to ensure that a variable's value always matches the variable's static type. Sometimes, this is referred to as sound typing. Although types are mandatory, type annotations are optional because of type inference. The Dart typing system is also flexible, allowing the use of a dynamic type combined with runtime checks, which can be useful during experimentation or for code that needs to be especially dynamic.

Dart offers sound null safety, meaning that values can't be null unless you say they can be. With sound null safety, Dart can protect you from null exceptions at runtime through static code analysis. Unlike many other null-safe languages, when Dart determines that a variable is non-nullable, that variable is always non-nullable. If you inspect your running code in the debugger, you'll see that non-nullability is retained at runtime (hence sound null safety).

4.System analysis and implementation of the application

4.1 Installation of app requirements

Requirements:

- 8GB Ram
- SSD (HDD - replace) : 400mb/s - 4000mb/s
- Windows, MacOS, Linux

4.1.1 Flutter

- ZIP file
- (<https://flutter.dev>)Flutter for Windows (<https://docs.flutter.dev/get-started/install/windows>)
- Downloading the file - extract it in the following directory (C:\src\flutter)

4.1.2 Dart

- Zip file
- (<https://dart.dev/get-dart/archive>) dart archive
- Extract it into the C directory
- Setting up the environment variable (in windows)

4.1.3 Visual studio code

Visual Studio Code is the part of visual studio family which is developed by Microsoft in November 2015. It is based-on Electron framework which is used for Node.js (node java script). It is written in TypeScript, JavaScript and CSS /15/16/.

Features of Visual Studio Code:

- It is open-source and Freeware text editor for private and commercial purposes
- It is cross-platform source code editor debugger
- It supports many different programming languages while only proper installation of the extension is required for React JS, Java, JavaScript, C++, C#, Python etc.
- GitHub is built-in
- Products availability as it explains the definition and show opening and closing of the brackets etc. 19
- It provided unique customizations
- Provides Visual Studio Keymap extension for using Key binding
- It provides in the portable mode that means it keeps data and settings in the same location of installation is possible even on a USB drive
- It is available in many different language services
- It is also available in Remote Development mode /15/16/. Installation of Visual Studio Code: All platforms installer is available, and the developer can pick the proper one for the project.

VS Code (exe file):

- <https://code.visualstudio.com/download>

4.1.4 Android Studio

- (<https://developer.android.com/studio>)
- .exe file - install it as per the procedure
- After installation, we need to add plugins Flutter & Dart
- Restart your IDE

4.1.5 JDK

- Downloading the JDK Installer
- Running the JDK Installer
- Setting the PATH Environment Variable.

4.2 Environmental setup:

Emulator Set Up:

- Create Virtual Device (with recent Android OS - v11.0)
- AVD (Android Virtual Device)

SDK set up:

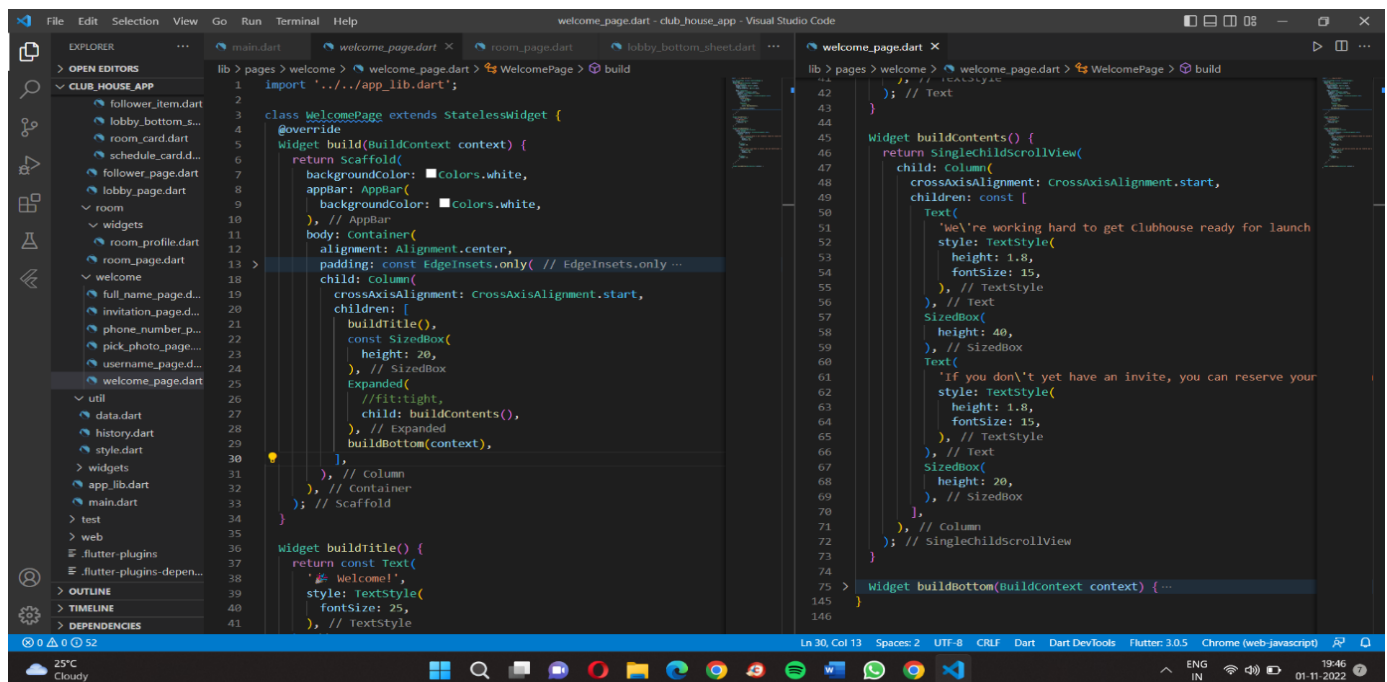
- Set up the SDK path and update it in environment variable
- Choose the target Android OS

VS Code (exe file):

- <https://code.visualstudio.com/download>

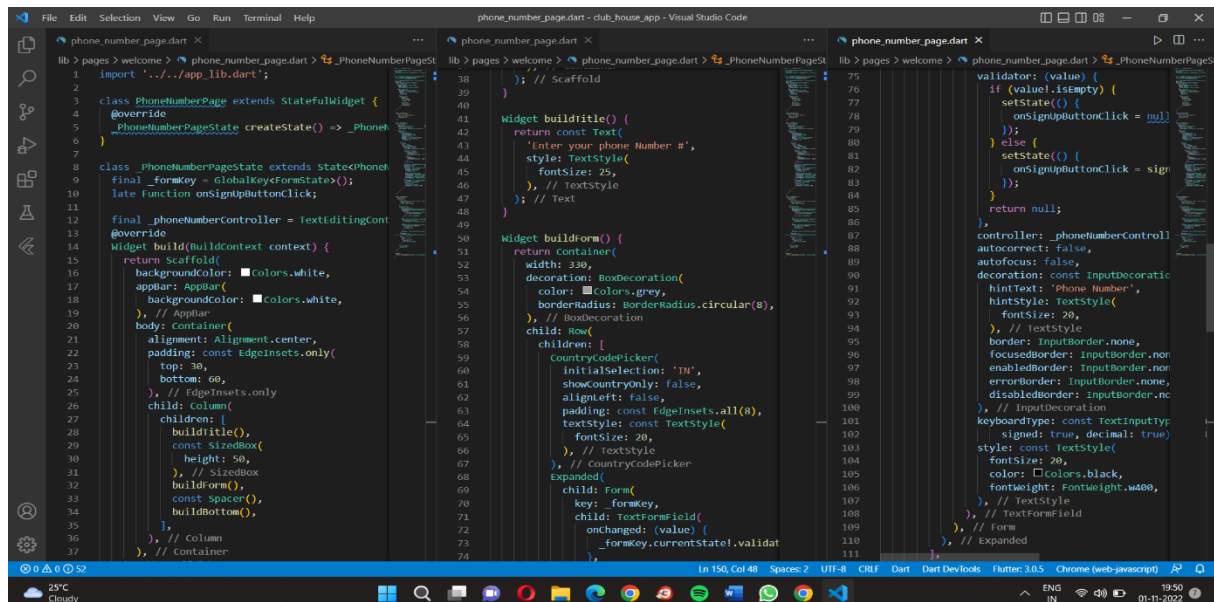
Check Installations:

- where.exe flutter dart
- flutter doctor (command to help you with the installation)
- flutter doctor --android-licenses (to accept android licenses)



5.2 Phone Number Page:

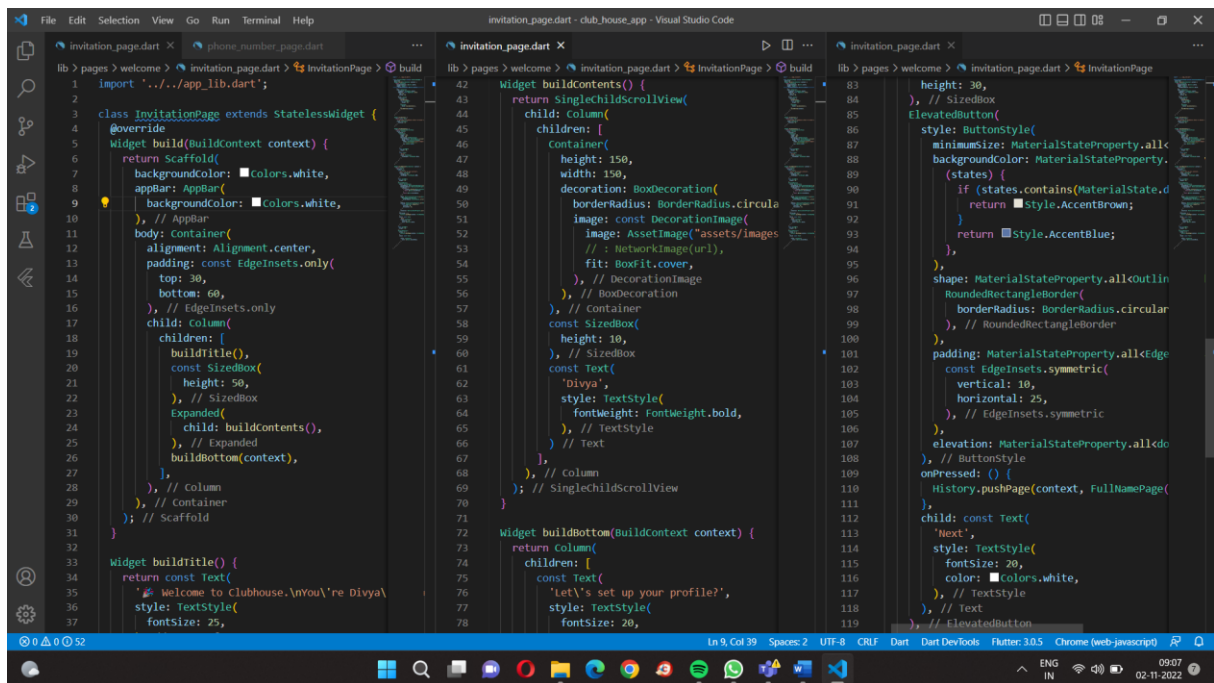
- Create a file phonenumber.dart and Define a class phonenumber extends StatefulWidget class
- Statefullwidget: It is a Dynamic widget ,It is mutable.
- StatefulWidget has build() function which returns Scaffold
- Scaffold Contains:
 - App Bar
 - Body
- Create a widget buildTitle(),buildForm(),buildBottom() functions
- Call That Functions in the body of scaffold.
- Here,user can select the country code to enter his/her number



```
lib > pages > welcome > phone_number_page.dart > _PhoneNumberPageSt
1 import '../app_lib.dart';
2
3 class PhoneNumbersPage extends StatefulWidget {
4   @override
5   _PhoneNumberPageState createState() -> _Phone
6
7
8 class _PhoneNumberPageState extends State<PhoneN
9   final _formKey = GlobalKey<FormState>();
10  late function onSignUpButtonClick;
11
12  final _phoneNumberController = TextEditingController
13
14  @override
15  Widget build(BuildContext context) {
16    return Scaffold(
17      backgroundColor: Colors.white,
18      appBar: AppBar(
19        backgroundColor: Colors.white,
20      ), // AppBar
21      body: Container(
22        alignment: Alignment.center,
23        padding: const EdgeInsets.only(
24          top: 30,
25          bottom: 60,
26        ), // EdgeInsets.only
27        children: [
28          buildTitle(),
29          const SizedBox(
30            height: 50,
31          ), // SizedBox
32          buildForm(),
33          const Spacer(),
34          buildBottom(),
35        ], // Column
36      ), // Column
37    ); // Container
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5.3 Invitation Page:

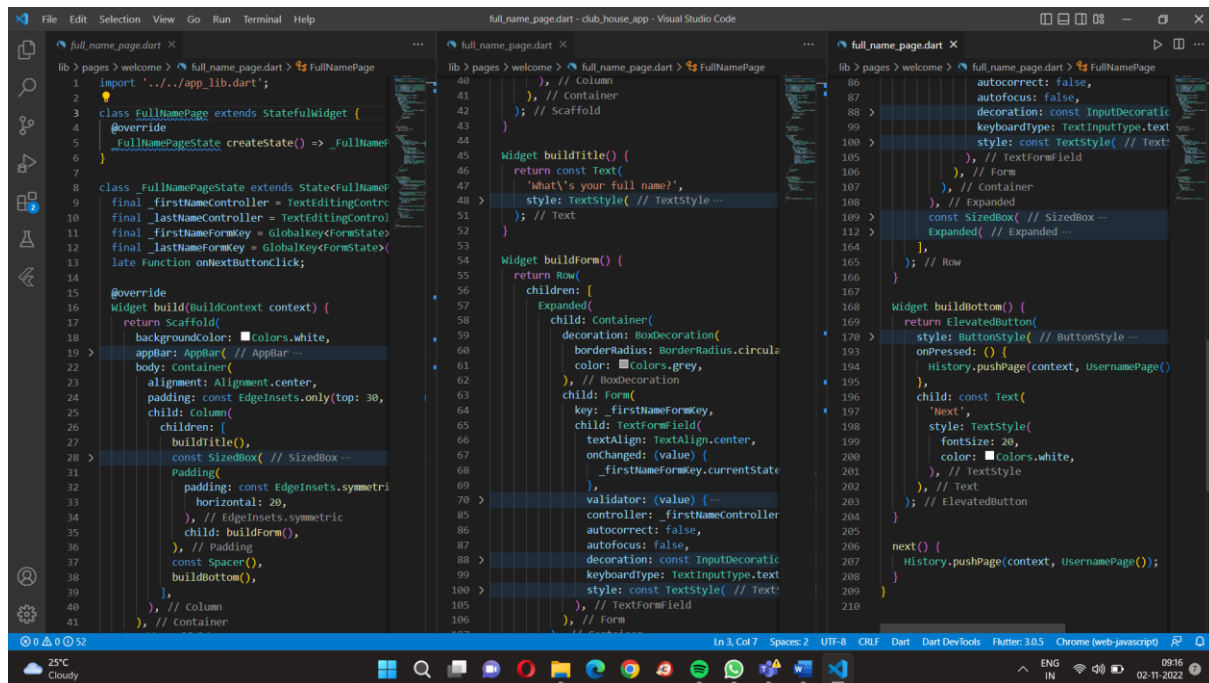
- Import Material Package to use the Built in Functionality
- Create a file invitationPage.dart And create a class welcomepage, It inherits The Properties of Stateless widget.
- Build() function returns Scaffold.scaffold consists of appBar and body
- Create widget functions buildTitle(),buildContents(),buildBottom() and call these functions in body
- This Page displays about the inviter.



```
lib > pages > welcome > invitation_page.dart > InvitationPage > build
1  import 'package:flutter/material.dart';
2
3  class InvitationPage extends StatelessWidget {
4    @override
5    Widget build(BuildContext context) {
6      return Scaffold(
7        backgroundColor: Colors.white,
8        appBar: AppBar(
9          backgroundColor: Colors.white,
10         ), // AppBar
11       body: Container(
12         alignment: Alignment.center,
13         padding: const EdgeInsets.only(
14           top: 30,
15           bottom: 60,
16         ), // EdgeInsets.only
17       child: Column(
18         children: [
19           buildTitle(),
20           const SizedBox(
21             height: 50,
22           ), // SizedBox
23           Expanded(
24             child: buildContents(),
25           ), // Expanded
26           buildBottom(context),
27         ], // Column
28       ), // Container
29     ); // Scaffold
30   }
31
32   Widget buildTitle() {
33     return const Text(
34       "Welcome to Clubhouse, You're Divya",
35       style: TextStyle(
36         fontSize: 25,
37
38
39
40
41
42   Widget buildContents() {
43     return SingleChildScrollView(
44       child: Column(
45         children: [
46           Container(
47             height: 150,
48             width: 150,
49             decoration: BoxDecoration(
50               borderRadius: BorderRadius.circular(
51                 10,
52               ), // BorderRadius.circular
53               image: const DecorationImage(
54                 image: AssetImage("assets/images/
55                   // : NetworkImage(url),
56                 fit: BoxFit.cover,
57               ), // DecorationImage
58             ), // Container
59           const SizedBox(
60             height: 10,
61           ), // SizedBox
62           const Text(
63             "Divya",
64             style: TextStyle(
65               fontWeight: FontWeight.bold,
66             ), // TextStyle
67           ), // Text
68         ], // Column
69       ); // SingleChildScrollView
70     ); // SingleChildScrollView
71
72   Widget buildBottom(BuildContext context) {
73     return Column(
74       children: [
75         const Text(
76           "Let's set up your profile?",
77           style: TextStyle(
78             fontSize: 20,
79
80
81
82
83     height: 30,
84   ), // SizedBox
85   ElevatedButton(
86     style: ButtonStyle(
87       textStyle: MaterialStateProperty.all(
88         TextStyle(
89           color: Colors.white,
90         ), // TextStyle
91       ), // ButtonStyle
92       backgroundColor: MaterialStateProperty(
93         (states) {
94           if (states.contains(MaterialState.d
95             return Colors.brown;
96           }
97           return Colors.accentBlue;
98         ), // ButtonStyle
99       shape: MaterialStateProperty.all(Outline
100         RoundedRectangleBorder(
101           borderRadius: BorderRadius.circular(
102             10,
103           ), // RoundedRectangleBorder
104         ), // ButtonStyle
105         padding: MaterialStateProperty.all(Edge
106           const EdgeInsets.symmetric(
107             vertical: 10,
108             horizontal: 25,
109           ), // EdgeInsets.symmetric
110         ), // ButtonStyle
111         elevation: MaterialStateProperty.all(0
112       ), // ButtonStyle
113       onPressed: () {
114         History.pushPage(context, FullNamePage(
115       ), // ButtonStyle
116       child: const Text(
117         "Next",
118         style: TextStyle(
119           fontSize: 20,
120           color: Colors.white,
121         ), // TextStyle
122       ), // Text
123     ), // ElevatedButton
124   ); // ElevatedButton
```

5.5 Full Name Page

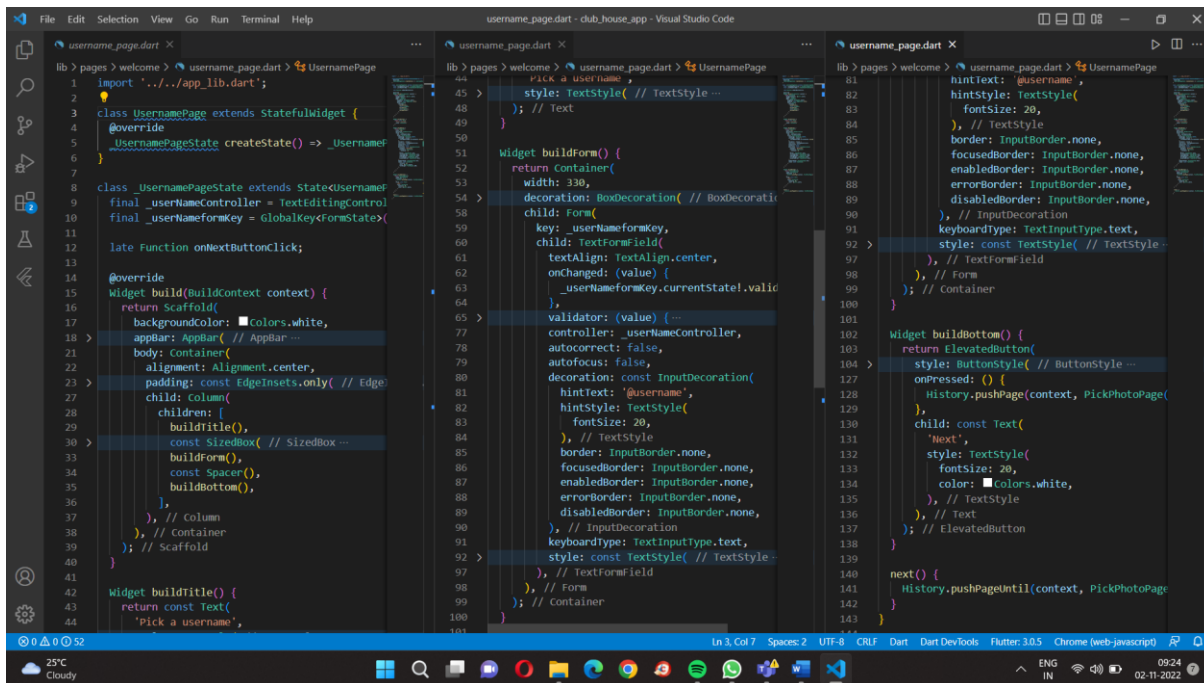
- Import Material Package to use the Built in Functionality
- Create a file fullNamePage.dart And create a class fullNamePage, It inherits The Properties of StatelessWidget.
- Build() function returns Scaffold.scaffold consists of appBar and body
- Create widget functions buildTitle(),buildForm(),buildBottom() and call these functions in body
- In this page,User enter his/her full name.



```
lib > pages > welcome > full_name_page.dart > FullNamePage
1 import '../app_lib.dart';
2
3 class FullNamePage extends StatefulWidget {
4   @override
5   FullNamePageState createState() => FullNamePageState
6 }
7
8 class FullNamePageState extends State<FullNamePage> {
9   final firstNameController = TextEditingController();
10  final lastNameController = TextEditingController();
11  final firstNameFormKey = GlobalKey<FormState>();
12  final lastNameFormKey = GlobalKey<FormState>();
13  late Function onPressed;
14
15  @override
16  Widget build(BuildContext context) {
17    return Scaffold(
18      backgroundColor: Colors.white,
19      appBar: AppBar( // AppBar ...
20        // ...
21      ),
22      body: Container(
23        alignment: Alignment.center,
24        padding: EdgeInsets.only(top: 30),
25        child: Column(
26          children: [
27            buildTitle(),
28            const SizedBox( // SizedBox ...
29              // ...
30            ),
31            Padding(
32              padding: EdgeInsets.symmetric(
33                horizontal: 20,
34              ), // EdgeInsets.symmetric
35              child: buildForm(),
36            ), // Padding
37            const Spacer(),
38            buildBottom(),
39          ], // Column
40        ), // container
41      ),
42    ); // Scaffold
43  }
44
45  Widget buildTitle() {
46    return const Text(
47      'What's your full name?',
48      style: TextStyle( // TextStyle ...
49        // ...
50      ), // Text
51    ); // Text
52  }
53
54  Widget buildForm() {
55    return Row(
56      children: [
57        Expanded(
58          child: Container(
59            decoration: BoxDecoration(
60              borderRadius: BorderRadius.circular(
61                10, // Colors.grey
62              ), // BoxDecoration
63            ), // Form(
64              key: firstNameFormKey,
65              child: TextFormField(
66                textAlignment: TextAlign.center,
67                onChanged: (value) {
68                  // ...
69                }, // validator: (value) { ...
70                controller: firstNameController,
71                autocorrect: false,
72                autofocus: false,
73                decoration: const InputDecoration(
74                  keyboardType: TextInputType.text,
75                  style: const TextStyle( // Text
76                    // ...
77                  ), // Form
78                ), // Form
79              ), // Form
80            ), // Container
81          ), // Expanded
82        ), // Row
83      ), // Row
84    ); // Row
85  }
86
87  Widget buildBottom() {
88    return ElevatedButton(
89      style: ButtonStyle( // ButtonStyle ...
90        // ...
91      ), // ElevatedButton
92      onPressed: () {
93        History.pushPage(context, UsernamePage());
94      }, // ElevatedButton
95      child: const Text(
96        'Next',
97        style: TextStyle(
98          fontSize: 20,
99          color: Colors.white,
100        ), // Text
101      ), // ElevatedButton
102    ); // ElevatedButton
103  }
104
105  next() {
106    History.pushPage(context, UsernamePage());
107  }
108}
```

5.6 User Name Page

- Import Material Package to use the Built in Functionality
- Create a file userNamePage.dart And create a class userNamePage, It inherits The Properties of StatefulWidget.
- Build() function returns Scaffold.scaffold consists of appBar and body
- Create widget functions buildTitle(),buildForm(),buildBottom() and call these functions in body
- In this page,user enter the username that should be unique.



```
lib > pages > welcome > username_page.dart > UsernamePage
1 import '../app_lib.dart';
2
3 class UsernamePage extends StatefulWidget {
4   @override
5   UsernamePageState createState() => _UsernamePageState
6 }
7
8 class _UsernamePageState extends State<UsernamePage> {
9   final _usernameController = TextEditingController();
10  final _usernameFormKey = GlobalKey<FormState>();
11
12  late Function onNextButtonClick;
13
14  @override
15  Widget build(BuildContext context) {
16    return Scaffold(
17      backgroundColor: Colors.white,
18      appBar: AppBar( // AppBar ...
19        alignment: Alignment.center,
20        padding: const EdgeInsets.only( // EdgeInsets ...
21          child: Column(
22            children: [
23              buildTitle(),
24              const SizedBox( // SizedBox ...
25                buildForm(),
26                const Spacer(),
27                buildBottom(),
28              ], // Column
29            ), // Container
30          ), // Scaffold
31        );
32
33    widget buildTitle() {
34      return const Text(
35        'Pick a username',
36      );
37    }
38
39    widget buildForm() {
40      return Container(
41        width: 330,
42        decoration: BoxDecoration( // BoxDecoration ...
43          child: Form(
44            key: _usernameFormKey,
45            child: TextFormField(
46              textAlign: TextAlign.center,
47              autofocus: false,
48              _usernameFormKey.currentState!.validate(),
49            ),
50          ),
51          validator: (value) { // ...
52            controller: _usernameController,
53            autocorrect: false,
54            autofocus: false,
55            decoration: const InputDecoration(
56              hintText: 'Username',
57              hintStyle: TextStyle(
58                fontSize: 20,
59              ), // TextStyle
60              border: InputBorder.none,
61              focusedBorder: InputBorder.none,
62              enabledBorder: InputBorder.none,
63              errorBorder: InputBorder.none,
64              disabledBorder: InputBorder.none,
65            ), // InputDecoration
66            keyboardType: TextInputType.text,
67            style: const TextStyle( // TextStyle ...
68              ), // TextFormField
69            ), // Form
70          ); // Container
71        );
72      );
73    }
74
75    widget buildBottom() {
76      return ElevatedButton(
77        style: ButtonStyle( // ButtonStyle ...
78          onPressed: () {
79            History.pushPage(context, PickPhotoPage(
80              child: const Text(
81                'Next',
82                style: TextStyle(
83                  fontSize: 20,
84                  color: Colors.white,
85                ), // TextStyle
86              ), // Text
87            ); // ElevatedButton
88          },
89        ),
90      );
91    }
92
93    next() {
94      History.pushPageUntil(context, PickPhotoPage(
95      );
96    }
97  }
98 }
99
100
101
```


-

5.8 Home Page

- Import Material Package to use the Built in Functionality
- Create a file HomePage.dart And create a class HomePage, It inherits The Properties of StatelessWidget.
- Build() function returns Scaffold.scaffold consists of appBar and body
- Body consists of two classes
 - Lobby Page
 - Follower Page

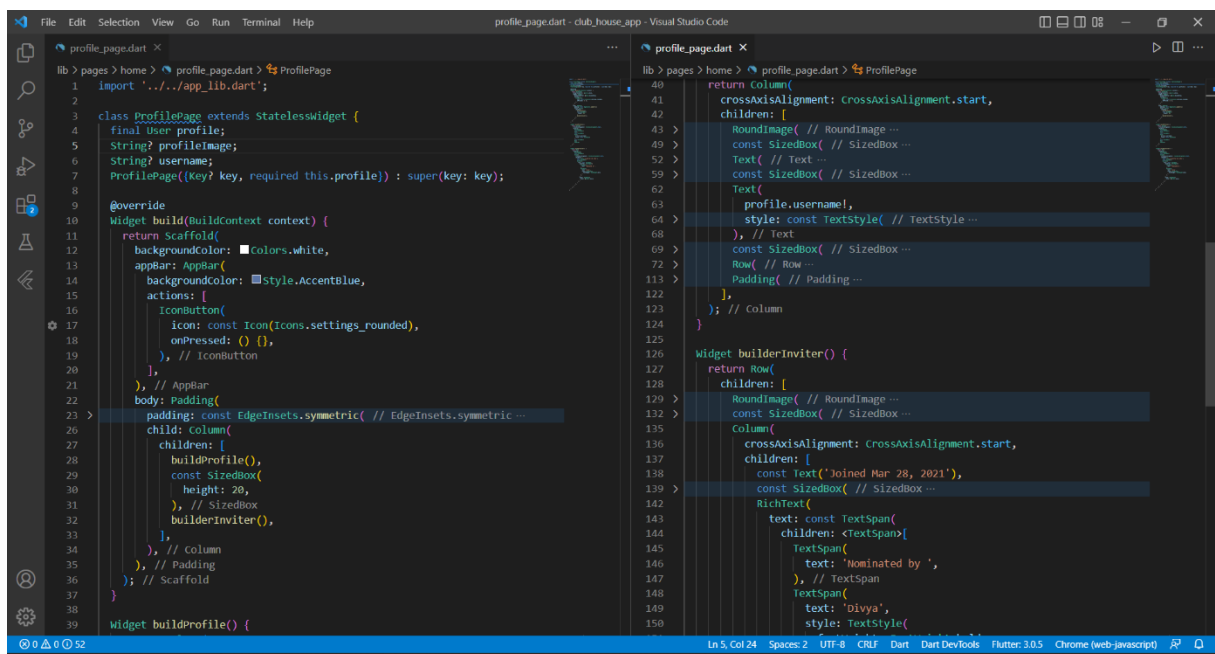
```

lib > pages > home > home_page.dart > HomePage
1 import '../app_lib.dart';
2
3 class HomePage extends StatelessWidget {
4   @override
5   Widget build(BuildContext context) {
6     return Scaffold(
7       backgroundColor: Colors.white,
8       appBar: AppBar(
9         backgroundColor: Style.AccentBlue,
10        title: HomeAppBar(
11          profile: myProfile,
12          onProfileTab: () {
13            History.pushPage(
14              context,
15              ProfilePage(
16                type: User package:club_house_app/util/data.dart
17                profile: myProfile,
18              ); // ProfilePage
19            ), // HomeAppBar
20          ), // AppBar
21        body: PageView(
22          children: [
23            LobbyPage(),
24            FollowerPage(),
25          ],
26        ), // PageView
27      ); // Scaffold
28    }
29  }
30

```

5.8.1 Profile Page

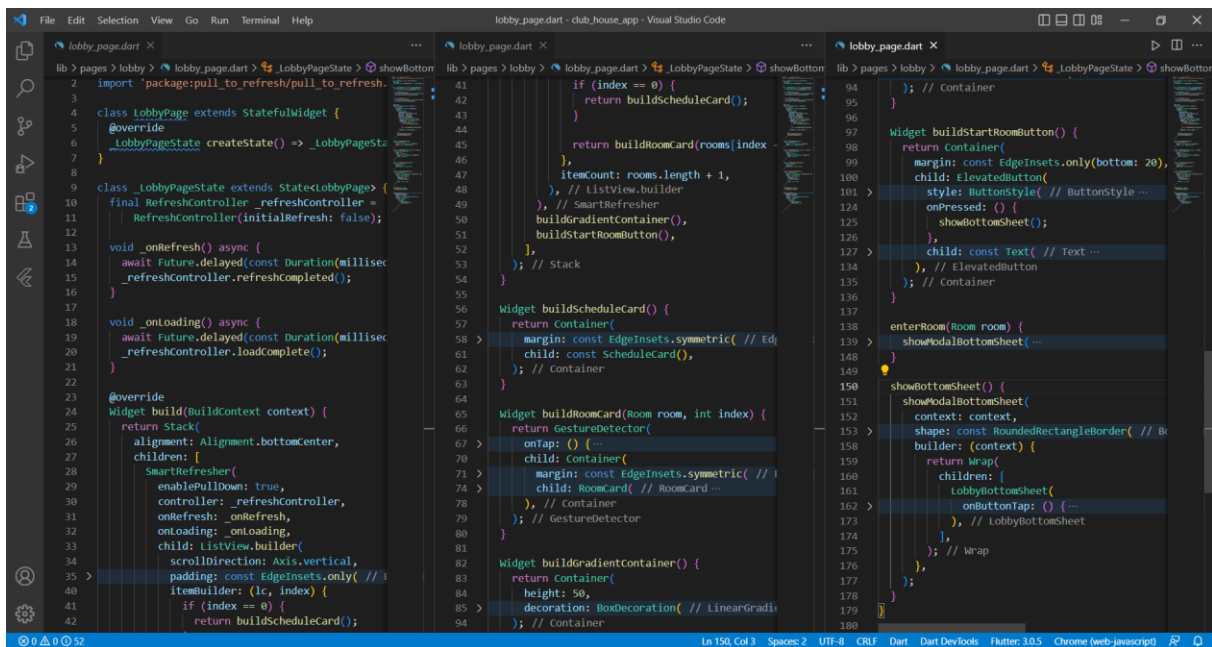
- Import Material Package to use the Built in Functionality
- Create a file ProfilePage.dart And create a class ProfilePage, It inherits The Properties of StatelessWidget.
- Build() function returns Scaffold.scaffold consists of appBar and body



5.8.2 Lobby Page

- Import Material and pull_to_refresh package.
- Create a file LobbyPage.dart And create a class LobbyPage, It inherits The Properties of StatefulWidget.
- Build() function returns stack.stack consists of Body

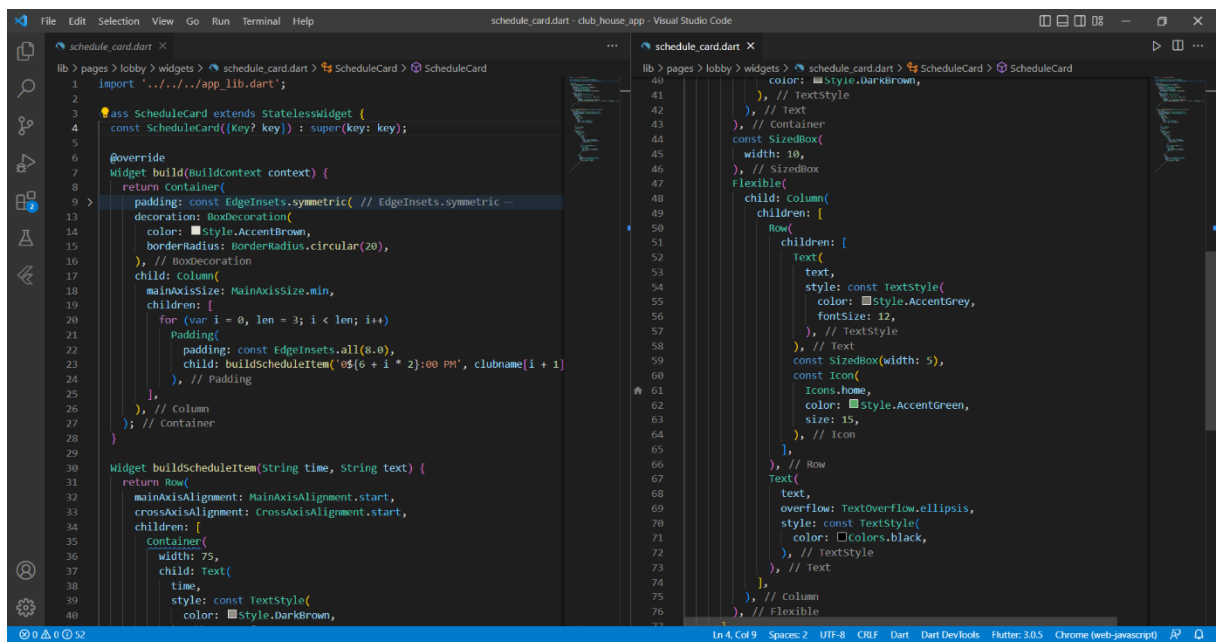
- Body consists of
 - SmartRefereshier
 - ScheduleCard
 - RoomCard
 - LobbyBottomSheet
 - buildGradientContainer()-(userDefined Function)
 - buildStartRoomButton()-(userDefined Function)



5.8.2.1 ScheduleCard

- Import Material Package to use the Built in Functionality
- Create a file `ScheduleCard.dart` And create a class `ScheduleCard`, It inherits The Properties of `Stateless widget`.

- It will display the list of scheduled meetings



5.8.2.2 Room Card

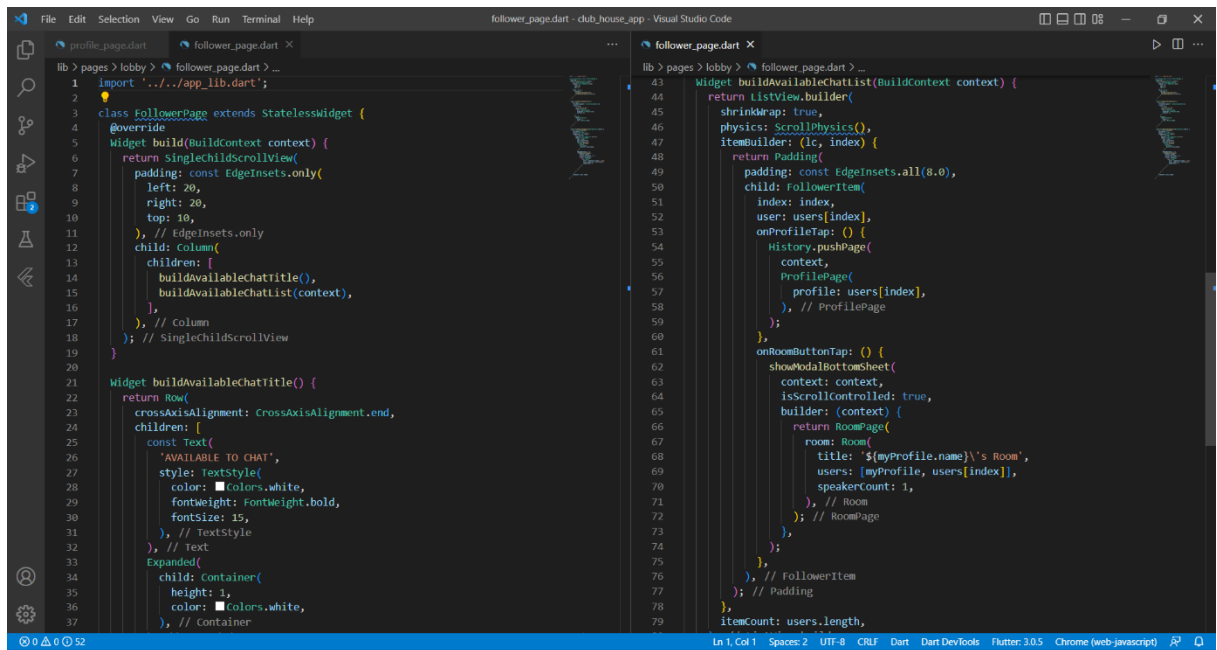
- Import Material Package to use the Built in Functionality
- Create a file `RoomCard.dart` And create a class `RoomCard`, It inherits The Properties of `Stateless widget`.
- It displays the currently running meetings.
- Users can join the meetings by clicking the room card.

```

lib > pages > lobby > widgets > room_card.dart > RoomCard
1 import '../..../app_lib.dart';
2
3 class RoomCard extends StatelessWidget {
4   final Room room;
5   final int index;
6
7   const RoomCard({key? key, required this.room, required this.index})
8     : super(key: key);
9
10  @override
11  Widget build(BuildContext context) {
12    return Container(
13      padding: const EdgeInsets.symmetric( // EdgeInsets.symmetric ...
14        decoration: BoxDecoration( // BoxDecoration ...
15      child: Column(
16        mainAxisAlignment: MainAxisAlignment.start,
17        children: [
18          Text( // Text ...
19            const SizedBox( // SizedBox ...
20              Row(
21                children: [
22                  buildProfileImages(),
23                  const SizedBox( // SizedBox ...
24                    Column(
25                      crossAxisAlignment: CrossAxisAlignment.start,
26                      children: [
27                        buildUserList(),
28                        const SizedBox( // SizedBox ...
29                          buildRoomInfo(),
30                        ], // Column
31                      ], // Row
32                    ), // Column
33                  ], // Container
34                ], // Row
35              ), // Column
36            ), // Container
37          ], // Row
38        ), // Column
39      ), // Container
40    ); // Container
41  }
42
43  Widget buildProfileImages() {
44    return Stack(
45      children: [
46        RoundImage( // RoundImage ...
47        RoundImage( // RoundImage ...
48      ], // Stack
49    ); // Stack
50  }
51
52  Widget buildUserList() {
53    var len = room.users.length > 4 ? 4 : room.users.length;
54
55    return Column(
56      crossAxisAlignment: CrossAxisAlignment.start,
57      children: [
58        for (var i = 0; i < len; i++)
59          Container(
60            child: Row(
61              children: [
62                Text(
63                  room.users[i].name,
64                  style: const TextStyle( // TextStyle ...
65                ), // Text
66                const SizedBox( // SizedBox ...
67                const Icon( // Icon ...
68              ], // Row
69            ), // Container
70          ], // Column
71        ); // Column
72  }
73
74  Widget buildRoomInfo() {
75    return Row(
76      children: [
77        Text( // Text ...
78        const Icon( // Icon ...
79      ], // Row
80    ); // Row
81  }
82
83  Widget buildRoomInfo() {
84    return Row(
85      children: [
86        Text( // Text ...
87        const Icon( // Icon ...
88      ], // Row
89    ); // Row
90  }
91
92  Widget buildRoomInfo() {
93    return Row(
94      children: [
95        Text( // Text ...
96        const Icon( // Icon ...
97      ], // Row
98    ); // Row
99  }
100
101  Widget buildRoomInfo() {
102    return Row(
103      children: [
104        Text( // Text ...
105        const Icon( // Icon ...
106      ], // Row
107    ); // Row
108  }
109
110  Widget buildRoomInfo() {
111    return Row(
112      children: [
113        Text( // Text ...
114        const Icon( // Icon ...
115      ], // Row
116    ); // Row
117  }
118
119  Widget buildRoomInfo() {
120    return Row(
121      children: [
122        Text( // Text ...
123        const Icon( // Icon ...
124      ], // Row
125    ); // Row
126  }
127
128  Widget buildRoomInfo() {
129    return Row(
130      children: [
131        Text( // Text ...
132        const Icon( // Icon ...
133      ], // Row
134    ); // Row
135  }
136
137  Widget buildRoomInfo() {
138    return Row(
139      children: [
140        Text( // Text ...
141        const Icon( // Icon ...
142      ], // Row
143    ); // Row
144  }
145
146  Widget buildRoomInfo() {
147    return Row(
148      children: [
149        Text( // Text ...
150        const Icon( // Icon ...
151      ], // Row
152    ); // Row
153  }
154
155  Widget buildRoomInfo() {
156    return Row(
157      children: [
158        Text( // Text ...
159        const Icon( // Icon ...
160      ], // Row
161    ); // Row
162  }
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164  Widget buildRoomInfo() {
165    return Row(
166      children: [
167        Text( // Text ...
168        const Icon( // Icon ...
169      ], // Row
170    ); // Row
171  }
172
173  Widget buildRoomInfo() {
174    return Row(
175      children: [
176        Text( // Text ...
177        const Icon( // Icon ...
178      ], // Row
179    ); // Row
180  }
181
182  Widget buildRoomInfo() {
183    return Row(
184      children: [
185        Text( // Text ...
186        const Icon( // Icon ...
187      ], // Row
188    ); // Row
189  }
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191  Widget buildRoomInfo() {
192    return Row(
193      children: [
194        Text( // Text ...
195        const Icon( // Icon ...
196      ], // Row
197    ); // Row
198  }
199
200  Widget buildRoomInfo() {
201    return Row(
202      children: [
203        Text( // Text ...
204        const Icon( // Icon ...
205      ], // Row
206    ); // Row
207  }
208
209  Widget buildRoomInfo() {
210    return Row(
211      children: [
212        Text( // Text ...
213        const Icon( // Icon ...
214      ], // Row
215    ); // Row
216  }
217
218  Widget buildRoomInfo() {
219    return Row(
220      children: [
221        Text( // Text ...
222        const Icon( // Icon ...
223      ], // Row
224    ); // Row
225  }
226
227  Widget buildRoomInfo() {
228    return Row(
229      children: [
230        Text( // Text ...
231        const Icon( // Icon ...
232      ], // Row
233    ); // Row
234  }
235
236  Widget buildRoomInfo() {
237    return Row(
238      children: [
239        Text( // Text ...
240        const Icon( // Icon ...
241      ], // Row
242    ); // Row
243  }
244
245  Widget buildRoomInfo() {
246    return Row(
247      children: [
248        Text( // Text ...
249        const Icon( // Icon ...
250      ], // Row
251    ); // Row
252  }
253
254  Widget buildRoomInfo() {
255    return Row(
256      children: [
257        Text( // Text ...
258        const Icon( // Icon ...
259      ], // Row
260    ); // Row
261  }
262
263  Widget buildRoomInfo() {
264    return Row(
265      children: [
266        Text( // Text ...
267        const Icon( // Icon ...
268      ], // Row
269    ); // Row
270  }
271
272  Widget buildRoomInfo() {
273    return Row(
274      children: [
275        Text( // Text ...
276        const Icon( // Icon ...
277      ], // Row
278    ); // Row
279  }
280
281  Widget buildRoomInfo() {
282    return Row(
283      children: [
284        Text( // Text ...
285        const Icon( // Icon ...
286      ], // Row
287    ); // Row
288  }
289
290  Widget buildRoomInfo() {
291    return Row(
292      children: [
293        Text( // Text ...
294        const Icon( // Icon ...
295      ], // Row
296    ); // Row
297  }
298
299  Widget buildRoomInfo() {
300    return Row(
301      children: [
302        Text( // Text ...
303        const Icon( // Icon ...
304      ], // Row
305    ); // Row
306  }
307
308  Widget buildRoomInfo() {
309    return Row(
310      children: [
311        Text( // Text ...
312        const Icon( // Icon ...
313      ], // Row
314    ); // Row
315  }
316
317  Widget buildRoomInfo() {
318    return Row(
319      children: [
320        Text( // Text ...
321        const Icon( // Icon ...
322      ], // Row
323    ); // Row
324  }
325
326  Widget buildRoomInfo() {
327    return Row(
328      children: [
329        Text( // Text ...
330        const Icon( // Icon ...
331      ], // Row
332    ); // Row
333  }
334
335  Widget buildRoomInfo() {
336    return Row(
337      children: [
338        Text( // Text ...
339        const Icon( // Icon ...
340      ], // Row
341    ); // Row
342  }
343
344  Widget buildRoomInfo() {
345    return Row(
346      children: [
347        Text( // Text ...
348        const Icon( // Icon ...
349      ], // Row
350    ); // Row
351  }
352
353  Widget buildRoomInfo() {
354    return Row(
355      children: [
356        Text( // Text ...
357        const Icon( // Icon ...
358      ], // Row
359    ); // Row
360  }
361
362  Widget buildRoomInfo() {
363    return Row(
364      children: [
365        Text( // Text ...
366        const Icon( // Icon ...
367      ], // Row
368    ); // Row
369  }
370
371  Widget buildRoomInfo() {
372    return Row(
373      children: [
374        Text( // Text ...
375        const Icon( // Icon ...
376      ], // Row
377    ); // Row
378  }
379
380  Widget buildRoomInfo() {
381    return Row(
382      children: [
383        Text( // Text ...
384        const Icon( // Icon ...
385      ], // Row
386    ); // Row
387  }
388
389  Widget buildRoomInfo() {
390    return Row(
391      children: [
392        Text( // Text ...
393        const Icon( // Icon ...
394      ], // Row
395    ); // Row
396  }
397
398  Widget buildRoomInfo() {
399    return Row(
400      children: [
401        Text( // Text ...
402        const Icon( // Icon ...
403      ], // Row
404    ); // Row
405  }
406
407  Widget buildRoomInfo() {
408    return Row(
409      children: [
410        Text( // Text ...
411        const Icon( // Icon ...
412      ], // Row
413    ); // Row
414  }
415
416  Widget buildRoomInfo() {
417    return Row(
418      children: [
419        Text( // Text ...
420        const Icon( // Icon ...
421      ], // Row
422    ); // Row
423  }
424
425  Widget buildRoomInfo() {
426    return Row(
427      children: [
428        Text( // Text ...
429        const Icon( // Icon ...
430      ], // Row
431    ); // Row
432  }
433
434  Widget buildRoomInfo() {
435    return Row(
436      children: [
437        Text( // Text ...
438        const Icon( // Icon ...
439      ], // Row
440    ); // Row
441  }
442
443  Widget buildRoomInfo() {
444    return Row(
445      children: [
446        Text( // Text ...
447        const Icon( // Icon ...
448      ], // Row
449    ); // Row
450  }
451
452  Widget buildRoomInfo() {
453    return Row(
454      children: [
455        Text( // Text ...
456        const Icon( // Icon ...
457      ], // Row
458    ); // Row
459  }
460
461  Widget buildRoomInfo() {
462    return Row(
463      children: [
464        Text( // Text ...
465        const Icon( // Icon ...
466      ], // Row
467    ); // Row
468  }
469
470  Widget buildRoomInfo() {
471    return Row(
472      children: [
473        Text( // Text ...
474        const Icon( // Icon ...
475      ], // Row
476    ); // Row
477  }
478
479  Widget buildRoomInfo() {
480    return Row(
481      children: [
482        Text( // Text ...
483        const Icon( // Icon ...
484      ], // Row
485    ); // Row
486  }
487
488  Widget buildRoomInfo() {
489    return Row(
490      children: [
491        Text( // Text ...
492        const Icon( // Icon ...
493      ], // Row
494    ); // Row
495  }
496
497  Widget buildRoomInfo() {
498    return Row(
499      children: [
500        Text( // Text ...
501        const Icon( // Icon ...
502      ], // Row
503    ); // Row
504  }
505
506  Widget buildRoomInfo() {
507    return Row(
508      children: [
509        Text( // Text ...
510        const Icon( // Icon ...
511      ], // Row
512    ); // Row
513  }
514
515  Widget buildRoomInfo() {
516    return Row(
517      children: [
518        Text( // Text ...
519        const Icon( // Icon ...
520      ], // Row
521    ); // Row
522  }
523
524  Widget buildRoomInfo() {
525    return Row(
526      children: [
527        Text( // Text ...
528        const Icon( // Icon ...
529      ], // Row
530    ); // Row
531  }
532
533  Widget buildRoomInfo() {
534    return Row(
535      children: [
536        Text( // Text ...
537        const Icon( // Icon ...
538      ], // Row
539    ); // Row
540  }
541
542  Widget buildRoomInfo() {
543    return Row(
544      children: [
545        Text( // Text ...
546        const Icon( // Icon ...
547      ], // Row
548    ); // Row
549  }
550
551  Widget buildRoomInfo() {
552    return Row(
553      children: [
554        Text( // Text ...
555        const Icon( // Icon ...
556      ], // Row
557    ); // Row
558  }
559
560  Widget buildRoomInfo() {
561    return Row(
562      children: [
563        Text( // Text ...
564        const Icon( // Icon ...
565      ], // Row
566    ); // Row
567  }
568
569  Widget buildRoomInfo() {
570    return Row(
571      children: [
572        Text( // Text ...
573        const Icon( // Icon ...
574      ], // Row
575    ); // Row
576  }
577
578  Widget buildRoomInfo() {
579    return Row(
580      children: [
581        Text( // Text ...
582        const Icon( // Icon ...
583      ], // Row
584    ); // Row
585  }
586
587  Widget buildRoomInfo() {
588    return Row(
589      children: [
590        Text( // Text ...
591        const Icon( // Icon ...
592      ], // Row
593    ); // Row
594  }
595
596  Widget buildRoomInfo() {
597    return Row(
598      children: [
599        Text( // Text ...
600        const Icon( // Icon ...
601      ], // Row
602    ); // Row
603  }
604
605  Widget buildRoomInfo() {
606    return Row(
607      children: [
608        Text( // Text ...
609        const Icon( // Icon ...
610      ], // Row
611    ); // Row
612  }
613
614  Widget buildRoomInfo() {
615    return Row(
616      children: [
617        Text( // Text ...
618        const Icon( // Icon ...
619      ], // Row
620    ); // Row
621  }
622
623  Widget buildRoomInfo() {
624    return Row(
625      children: [
626        Text( // Text ...
627        const Icon( // Icon ...
628      ], // Row
629    ); // Row
630  }
631
632  Widget buildRoomInfo() {
633    return Row(
634      children: [
635        Text( // Text ...
636        const Icon( // Icon ...
637      ], // Row
638    ); // Row
639  }
640
641  Widget buildRoomInfo() {
642    return Row(
643      children: [
644        Text( // Text ...
645        const Icon( // Icon ...
646      ], // Row
647    ); // Row
648  }
649
650  Widget buildRoomInfo() {
651    return Row(
652      children: [
653        Text( // Text ...
654        const Icon( // Icon ...
655      ], // Row
656    ); // Row
657  }
658
659  Widget buildRoomInfo() {
660    return Row(
661      children: [
662        Text( // Text ...
663        const Icon( // Icon ...
664      ], // Row
665    ); // Row
666  }
667
668  Widget buildRoomInfo() {
669    return Row(
670      children: [
671        Text( // Text ...
672        const Icon( // Icon ...
673      ], // Row
674    ); // Row
675  }
676
677  Widget buildRoomInfo() {
678    return Row(
679      children: [
680        Text( // Text ...
681        const Icon( // Icon ...
682      ], // Row
683    ); // Row
684  }
685
686  Widget buildRoomInfo() {
687    return Row(
688      children: [
689        Text( // Text ...
690        const Icon( // Icon ...
691      ], // Row
692    ); // Row
693  }
694
695  Widget buildRoomInfo() {
696    return Row(
697      children: [
698        Text( // Text ...
699        const Icon( // Icon ...
700      ], // Row
701    ); // Row
702  }
703
704  Widget buildRoomInfo() {
705    return Row(
706      children: [
707        Text( // Text ...
708        const Icon( // Icon ...
709      ], // Row
710    ); // Row
711  }
712
713  Widget buildRoomInfo() {
714    return Row(
715      children: [
716        Text( // Text ...
717        const Icon( // Icon ...
718      ], // Row
719    ); // Row
720  }
721
722  Widget buildRoomInfo() {
723    return Row(
724      children: [
725        Text( // Text ...
726        const Icon( // Icon ...
727      ], // Row
728    ); // Row
729  }
730
731  Widget buildRoomInfo() {
732    return Row(
733      children: [
734        Text( // Text ...
735        const Icon( // Icon ...
736      ], // Row
737    ); // Row
738  }
739
740  Widget buildRoomInfo() {
741    return Row(
742      children: [
743        Text( // Text ...
744        const Icon( // Icon ...
745      ], // Row
746    ); // Row
747  }
748
749  Widget buildRoomInfo() {
750    return Row(
751      children: [
752        Text( // Text ...
753        const Icon( // Icon ...
754      ], // Row
755    ); // Row
756  }
757
758  Widget buildRoomInfo() {
759    return Row(
760      children: [
761        Text( // Text ...
762        const Icon( // Icon ...
763      ], // Row
764    ); // Row
765  }
766
767  Widget buildRoomInfo() {
768    return Row(
769      children: [
770        Text( // Text ...
771        const Icon( // Icon ...
772      ], // Row
773    ); // Row
774  }
775
776  Widget buildRoomInfo() {
777    return Row(
778      children: [
779        Text( // Text ...
780        const Icon( // Icon ...
781      ], // Row
782    ); // Row
783  }
784
785  Widget buildRoomInfo() {
786    return Row(
787      children: [
788        Text( // Text ...
789        const Icon( // Icon ...
790      ], // Row
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792  }
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1437        const Icon( // Icon ...
1438      ], // Row
1439    ); // Row
1440  }
1441
1442  Widget buildRoomInfo() {
1443    return Row(
1444      children: [
144
```

5.8.3 Follower Page

- Import Material Package to use the Built in Functionality
- Create a file FollowerPage.dart And create a class FollowerPage, It inherits The Properties of StatelessWidget.
- Build() returns SingleChildScrollView.It contains Child.



The screenshot shows two Dart files in a Visual Studio Code editor. The left file, `profile_page.dart`, defines the `ProfilePage` class, which extends `StatelessWidget`. It includes a `build` method that returns a `SingleChildScrollView` containing a `Column` with a chat title and a list of chat items. The right file, `follower_page.dart`, defines the `FollowerPage` class, which also extends `StatelessWidget`. It includes a `build` method that returns a `SingleChildScrollView` containing a `Column` with a chat title and a list of chat items. The chat title is styled with a white color and bold font. The chat items are styled with a white color and bold font. The chat items are also styled with a white color and bold font.

```
lib > pages > lobby > profile_page.dart > ...
1 import '../app_lib.dart';
2
3 class ProfilePage extends StatelessWidget {
4   @override
5   Widget build(BuildContext context) {
6     return SingleChildScrollView(
7       padding: const EdgeInsets.only(
8         left: 20,
9         right: 20,
10        top: 10,
11      ), // EdgeInsets.only
12       child: Column(
13         children: [
14           buildAvailableChatTitle(),
15           buildAvailableChatList(context),
16         ],
17       ), // Column
18     ); // SingleChildScrollView
19   }
20
21   Widget buildAvailableChatTitle() {
22     return Row(
23       crossAxisAlignment: CrossAxisAlignment.end,
24       children: [
25         const Text(
26           'AVAILABLE TO CHAT',
27           style: TextStyle(
28             color: Colors.white,
29             fontWeight: FontWeight.bold,
30             fontSize: 15,
31           ), // TextStyle
32         ), // Text
33         Expanded(
34           child: Container(
35             height: 1,
36             color: Colors.white,
37           ), // Container
38         ),
39       ],
40     );
41   }
42 }

lib > pages > lobby > follower_page.dart > ...
43 Widget buildAvailableChatList(BuildContext context) {
44   return ListView.builder(
45     shrinkWrap: true,
46     physics: ScrollPhysics(),
47     itemBuilder: (c, index) {
48       return Padding(
49         padding: const EdgeInsets.all(8.0),
50         child: FollowerItem(
51           index: index,
52           user: users[index],
53           onProfileTap: () {
54             History.pushPage(
55               context,
56               ProfilePage(
57                 profile: users[index],
58               ), // ProfilePage
59             );
60           },
61           onRoomButtonTap: () {
62             showModalBottomSheet(
63               context: context,
64               isScrollControlled: true,
65               builder: (context) {
66                 return RoomPage(
67                   room: Room(
68                     title: '${myProfile.name}'s Room',
69                     users: [myProfile, users[index]],
70                     speakerCount: 1,
71                   ), // Room
72                 ); // RoomPage
73               },
74             );
75           },
76         ), // FollowerItem
77       ); // Padding
78     },
79     itemCount: users.length,
```

6. SUMMARY AND CONCLUSIONS

Summary:

Clubhouse represents a shift in how we use social media. The discussions that occur between users are meant to be non-permanent, and the audio-only format creates a different type of conversation compared to those you see on image and text-based social media such as Instagram or Twitter. However, Clubhouse also has serious privacy concerns, and because it is such a young company, it is unclear how it uses the data it collects.

Conclusion:

Clubhouse is built on the idea of connecting people to discuss topics that interest them, and the best way to find things to listen to is to find communities first, then see what rooms you can join within these communities.

6.1 Screenshots

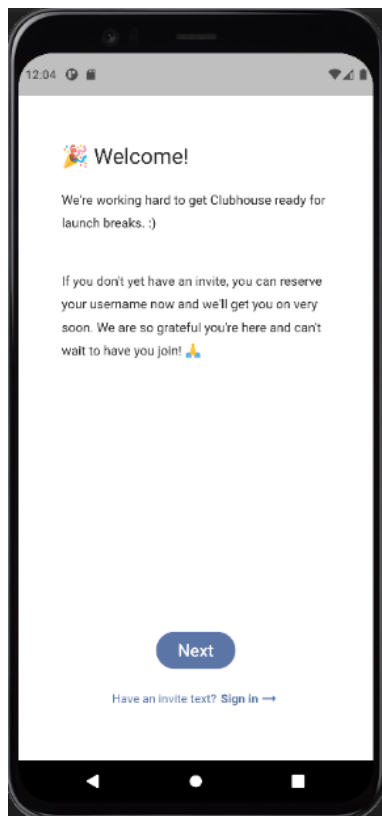


Fig 1.1

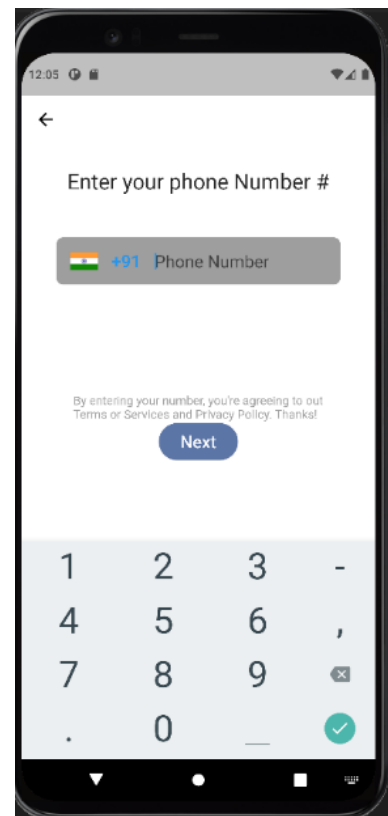


Fig 1.2



Fig 1.3



Fig 1.4



Fig 1.5



Fig 1.6

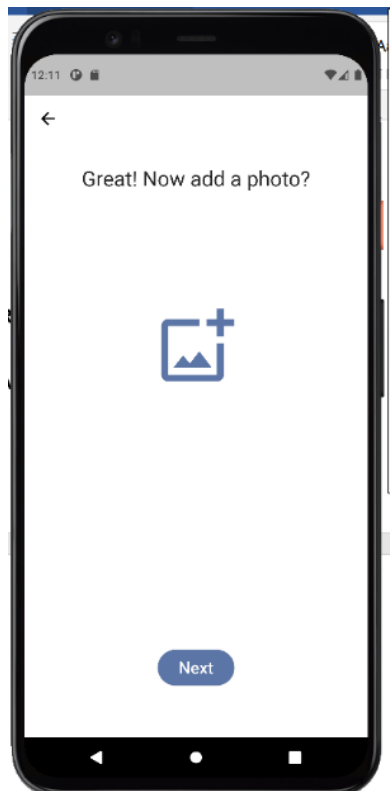


Fig 1.7

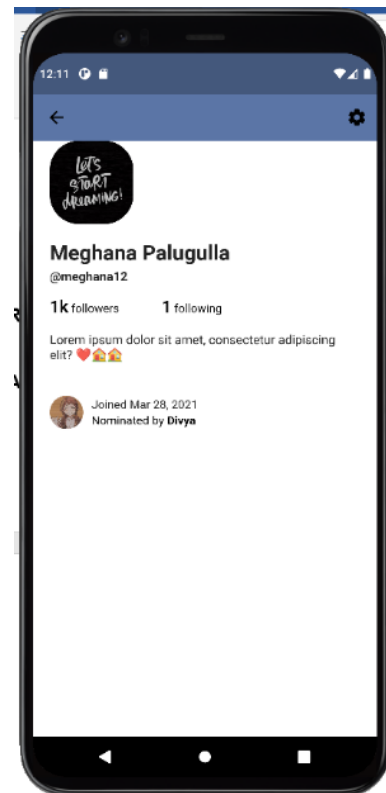


Fig 1.8

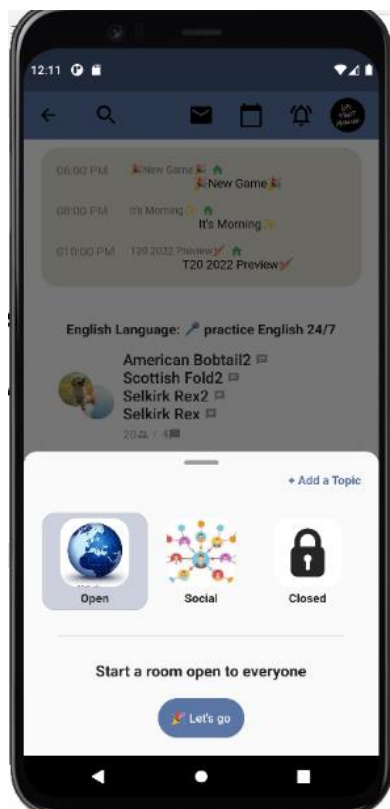


Fig 1.9

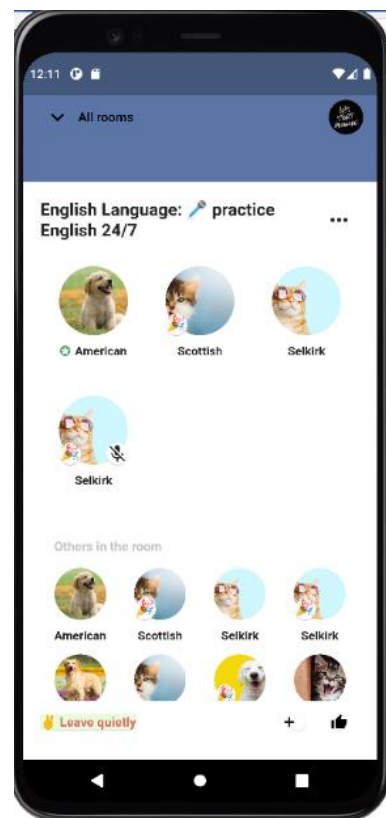


Fig 2.0

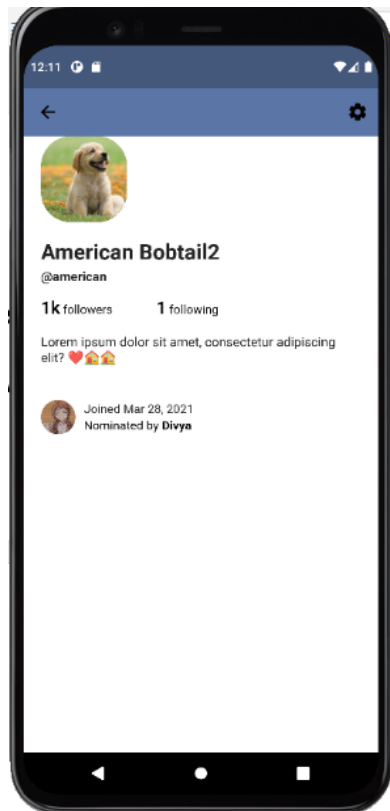


Fig 2.1

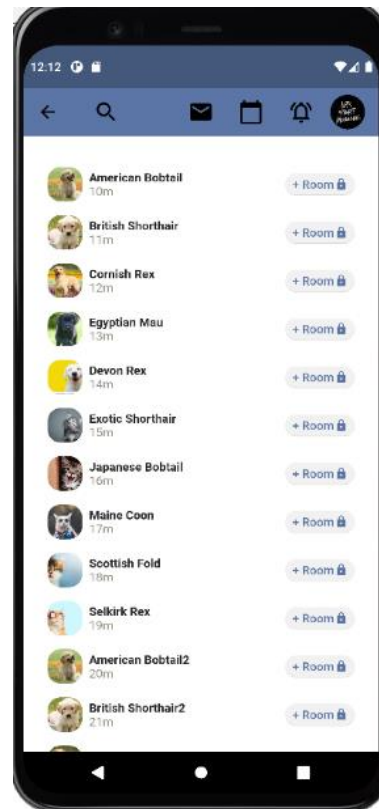


Fig 2.2

6.2 References:

- docs.flutter.dev
- Beginning Flutter: A Hands On guide to App Development (Ebook)
- <https://algofusion.org/course/flutter?tab=content>
- <https://pub.dev/>
- <https://dart.dev/>
- <https://flutter.dev/>
- https://www.tutorialspoint.com/dart_programming/index.html