

# MYPROPERTY - REAL ESTATE APP UI IN FLUTTER V2.4

Fabulous UI in Flutter

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### A) Basic Information

- **Flutter Version** - 3.10.0
  - **Dart Version** - 2.23.1
  - **Install Flutter** - See guide according to your operating system.
    - **Windows**- <https://flutter.dev/docs/get-started/install/windows>
    - **macOS**- <https://flutter.dev/docs/get-started/install/macos>
    - **Linux**- <https://flutter.dev/docs/get-started/install/linux>
  - **Set up an editor** - <https://flutter.dev/docs/get-started/editor>
  - **Build Our App** - Open **my\_properties** folder on your selected IDE (Android Studio or VSCode). Run **flutter pub get**. Then follow below guide.
    - <https://flutter.dev/docs/get-started/test-drive> **Run the App Section**
  - **Change App Icon-** [https://pub.dev/packages/flutter\\_launcher\\_icons](https://pub.dev/packages/flutter_launcher_icons)
  - **Change Package Name-** <https://stackoverflow.com/questions/51534616/how-to-change-package-name-in-flutter>
  - **Build & Release Android App-** <https://flutter.dev/docs/deployment/android>
  - **Build & Release iOS App-** <https://flutter.dev/docs/deployment/ios>
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### B) Directories & File Uses

Our Design uses only assets & lib folder. So, don't touch any other folder for ui changes.

- **assets(Folder)** - Put all Static images & other data (in Our Case images) in this folder

Name	Date modified	Type	Size
.idea	11-09-2020 17:33	File folder	
android	11-09-2020 17:36	File folder	
<b>assets</b>	<b>11-09-2020 17:33</b>	<b>File folder</b>	
fonts	11-09-2020 17:35	File folder	
ios	11-09-2020 17:35	File folder	
lib	11-09-2020 17:35	File folder	
test	11-09-2020 17:35	File folder	
flutter-plugins	11-09-2020 12:10	FLUTTER-PLUGINS...	1 KB
flutter-plugins-dependencies	11-09-2020 12:10	FLUTTER-PLUGINS...	3 KB
.gitignore	28-08-2020 01:45	GITIGNORE File	1 KB
.metadata	28-08-2020 01:45	METADATA File	1 KB
.packages	11-09-2020 10:50	PACKAGES File	7 KB
courier_pro.iml	28-08-2020 01:45	IML File	1 KB
pubspec.lock	11-09-2020 10:50	LOCK File	11 KB
pubspec.yaml	10-09-2020 17:47	YAML File	3 KB
README.md	28-08-2020 01:45	MD File	1 KB

- **fonts(Folder)** - Put all font file in this folder

Name	Date modified	Type	Size
.idea	11-09-2020 17:33	File folder	
android	11-09-2020 17:36	File folder	
<b>assets</b>	<b>11-09-2020 17:33</b>	<b>File folder</b>	
<b>  fonts</b>	<b>11-09-2020 17:35</b>	<b>File folder</b>	
ios	11-09-2020 17:35	File folder	
lib	11-09-2020 17:35	File folder	
test	11-09-2020 17:35	File folder	
flutter-plugins	11-09-2020 12:10	FLUTTER-PLUGINS...	1 KB
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courier_pro.iml	28-08-2020 01:45	IML File	1 KB
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pubspec.yaml	10-09-2020 17:47	YAML File	3 KB
README.md	28-08-2020 01:45	MD File	1 KB

- **lib(Folder)** - Main folder that contains all the dart code

Name	Date modified	Type	Size
.idea	11-09-2020 17:33	File folder	
android	11-09-2020 17:36	File folder	
assets	11-09-2020 17:33	File folder	
fonts	11-09-2020 17:35	File folder	
ios	11-09-2020 17:35	File folder	
<b>  lib</b>	<b>11-09-2020 17:35</b>	<b>File folder</b>	
test	11-09-2020 17:35	File folder	
flutter-plugins	11-09-2020 12:10	FLUTTER-PLUGINS...	1 KB
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pubspec.yaml	10-09-2020 17:47	YAML File	3 KB
README.md	28-08-2020 01:45	MD File	1 KB

- **constants(Folder)** - Contain Constants (fixPadding, textStyle, etc) in this folder

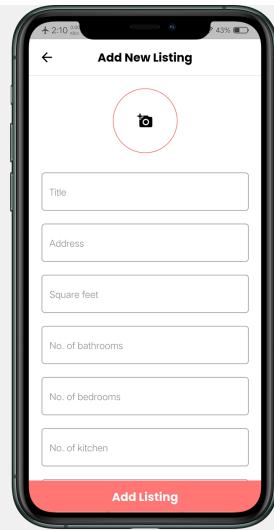
- **pages(Folder)** - Contain All App Pages in this folder except **main.dart**

- **add\_new\_listing(Folder)** -

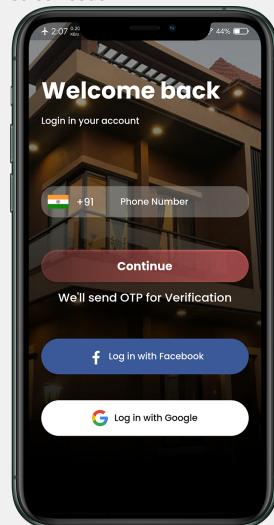
Contain add new listing page in this folder

- **add\_new\_listing.dart(Page)**

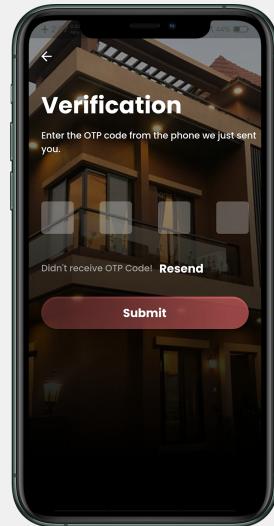
- Add new listing screen code.



- **auth(Folder)** - Contain All authentication related file in this folder
  - **login.dart(Page)** - Login screen code.



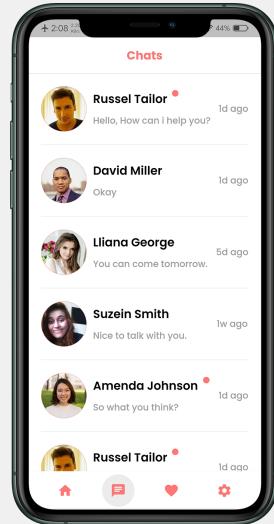
- **otp.dart(Page)** - Otp screen code.



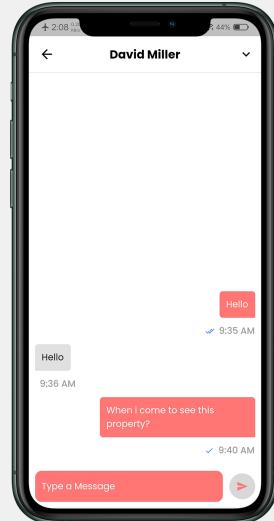
- **register.dart(Page)** - Register screen code.



- **chat(Folder)** - Contain all chat related file in this folder
- **chat\_list.dart(Page)** - Chat list screen code.



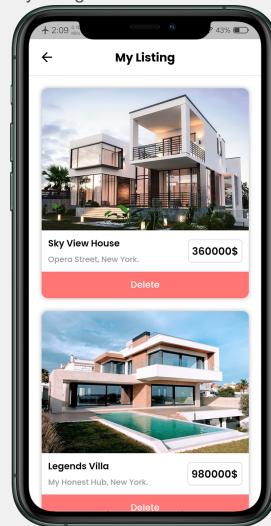
- **chat.dart(Page)** - Chat screen code.



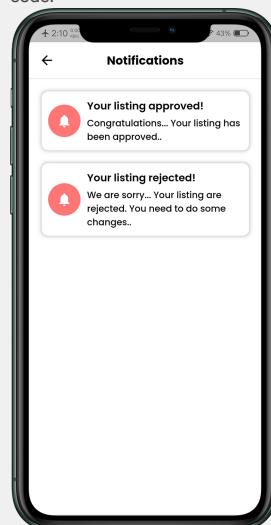
- **home(Folder)** - Contain home page in this folder
- **home.dart(Page)** - Home screen code.



- **my\_listing(Folder)** - Contain my listing page in this folder
- **my\_listing.dart(Page)** - My listing screen code.



- **notifications(Folder)** - Contain notification page in this folder
- **notifications.dart(Page)** - Notifications screen code.



- **property(Folder)** - Contain property page & full screen image in this folder
- **full\_screen\_image.dart(Page)** - Full screen image screen code.



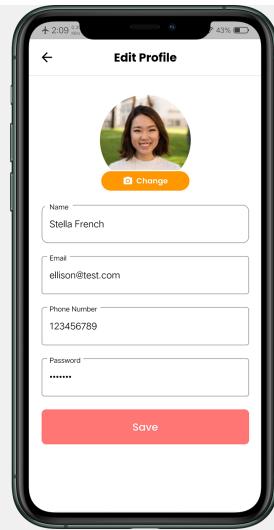
- **property.dart(Page)** -  
Property screen code.



- **search(Folder)** - Contain search page in this folder
  - **search.dart(Page)** -  
Search screen code.



- **settings(Folder)** - Contain settings related file in this folder
  - **edit\_profile.dart(Page)**
    - Edit profile screen code.



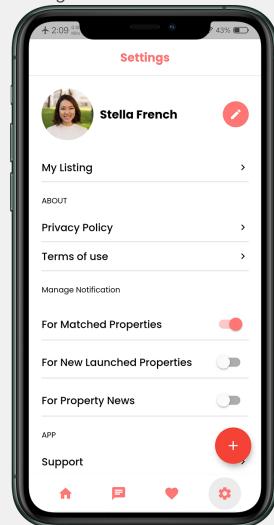
- **privacy\_policy.dart(Page)**

- Privacy policy screen code.



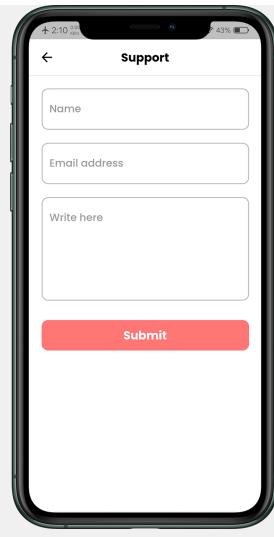
- **settings.dart(Page)** -

- Settings screen code.



- **support.dart(Page)** -

- Support screen code.



- **terms\_of\_use.dart(Page)**  
- Terms of use screen code.
- **shortlisted(Folder)** - Contain shortlist page in this folder
  - **shortlisted.dart(Page)** - Shortlist screen code.



- **bottom\_bar.dart(Page)** - Contain bottom bar in this file.



- **screens.dart(Page)** - Export all screens in this file.
- **splashScreen.dart(Page)** - Contain splash screen code.



- **widget(Folder)** - Contain all our created widget (ColumnBuilder & RowBuilder).
  - **column\_builder.dart(Widget File)** - Code of ColumnBuilder widget.
  - **row\_builder.dart(Widget File)** - Code of RowBuilder widget.
- **main.dart** - Entry Point of Our App.
- **pubspec.yaml(File)** - Specification file (All the package and local assets (Like Images, Fonts, etc.) we use in this application is specify in this file.).
- **Packages (Dependencies)**

```
dependencies:
  flutter:
    sdk: flutter
  cupertino_icons: ^1.0.0
  page_transition: ^1.1.7+6
  flutter_slidable: ^0.5.7
  fluttertoast: ^7.1.6
  intl_phone_number_input: ^0.4.6+2
  flutter_spinkit: ^4.1.2+1
  google_maps_flutter: ^1.0.6
  dotted_border: ^1.0.6
```
- **Assets**

```
assets:
  - assets/
  - assets/user/
  - assets/house/
```
- **Fonts**

```
fonts:
  - family: Poppins
    fonts:
      - asset: fonts/poppins/Poppins-Regular.ttf
      - asset: fonts/poppins/Poppins-Bold.ttf
        weight: 700
      - asset: fonts/poppins/Poppins-SemiBold.ttf
        weight: 600
      - asset: fonts/poppins/Poppins-Medium.ttf
        weight: 500
```

### C) About Google Map Configuration

We use [google\\_maps\\_flutter](#) package for google map.

You need Google Map Api key for Accessing Google Map.

- If you want to know how to get Google Map Api Key then please visit this link [google\\_maps\\_flutter](#).  
1)Android

- Put that api key in 1 places in our code.
  - `my_properties/android/app/src/main/AndroidManifest.xml` line number 42. (Please refer below image)

```
46 |     android:value="2" />
47 |     <meta-data android:name="com.google.android.geo.API_KEY"
48 |         android:value="YOUR GOOGLE MAP API KEY HERE" />
49 | 
```

A screenshot of the AndroidManifest.xml file in an IDE. Line 48, which contains the Google Map API key, is highlighted with a yellow box.

## 2) iOS

- Put that api key in 1 places in our code.
  - `my_properties/ios/Runner/AppDelegate.swift` line number 11. (Please refer below image)

```
10 |     ) -> Bool {
11 |         GMSServices.provideAPIKey("YOUR GOOGLE MAP API KEY HERE")
12 |         GeneratedPluginRegistrant.register(with: self)
13 |         return super.application(application, didFinishLaunchingWithOptions: laun
14 |     }
```

A screenshot of the AppDelegate.swift file in an IDE. Line 11, which contains the Google Map API key, is highlighted with a yellow box.

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## D) Still Have a Question?

Please mail us on [rendercodetechnology@gmail.com](mailto:rendercodetechnology@gmail.com)

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## E) Contact US

If you have any kind of problem with this code then please mail us on [rendercodetechnology@gmail.com](mailto:rendercodetechnology@gmail.com)

If you have any project in flutter then please contact us. We are experiance flutter developer team and build high quality apps for android and ios.

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Once again, thank you so much for purchasing this item. As I said at the beginning, I'd be glad to help you if you have any questions relating to this item. No guarantees, but I'll do my best to assist. If you have a more general question relating to the application on Codecanyon, you might consider visiting the forums and asking your question in the "Item Discussion" section.

Feel Free To Contact Us [rendercodetechnology@gmail.com](mailto:rendercodetechnology@gmail.com)