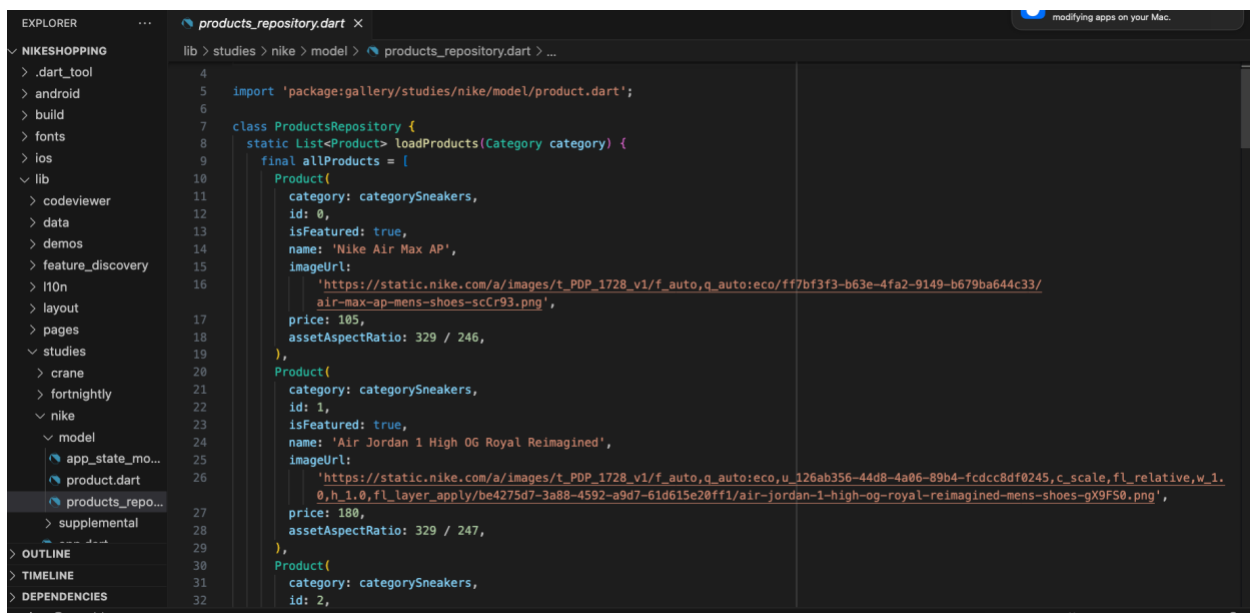
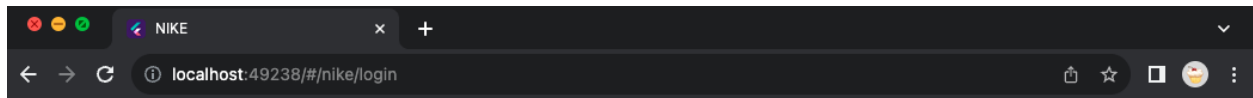


What was the shopping idea, why did I choose it, and how did I leverage the source code?

I chose to use the Shrine sample code found in the flutter gallery to build my own Web App Shopping Website. I changed the theme, like the colors and the images that are found in the Shrine sample code to reference a local dart file instead. My idea was to showcase Nike products and split them into categories of All, Sneakers, Hats, and Clothing. I had to first figure out the mechanism of the source code and how it is being utilized in the flutter gallery. It was complicated at first because there were so many references to the packages that removal of a few pieces of code would break the app. Things like changing the image asset to reflect the network URLs instead of shrine's package was also a little tricky but using the right code, allowed for the functionality to still work. The products repository was also heavily modified to reflect my Nike products and the attributes for each object were also changed. Due to this, several files needed modification and the logic for a few needed to be changed to represent my store properly. When I was done with the main page for the shopping site, I decided to also modify the homepage of the flutter gallery to go to the Nike Shopping Web App's home page instead of going to the cards on the main screen and allowing a user to select the different applications. I tried to remove the other applications and just have the Nike Shopping App; however, the flutter gallery is heavily dependent on the rest of the apps as well, removing them would break the logic implementations found for the original Shrine app. I was able to successfully change the login screen to display the Nike logo, remove/unuse the Firebase connection, change the products repository, and change the source code and logics to reference local files instead of the Shrine packages. I was also able to split the products into correct categories without many issues. I chose this Nike shopping app because I thought the Shrine implementation to it would look cool and the style would match the products.





NIKE

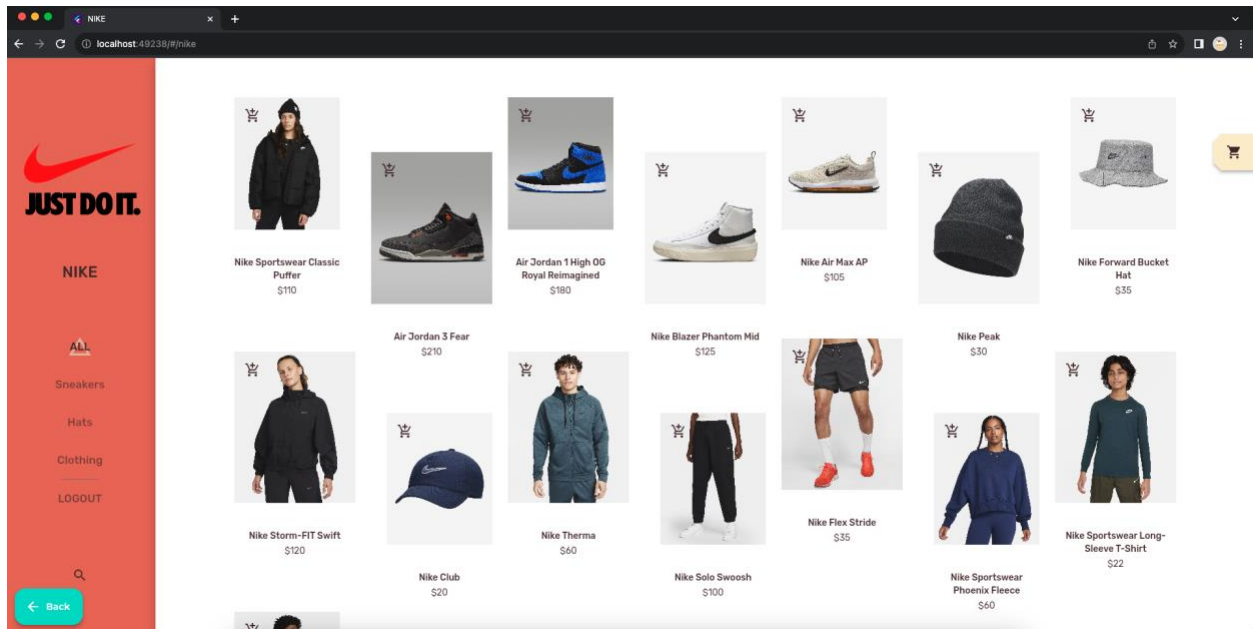
Username

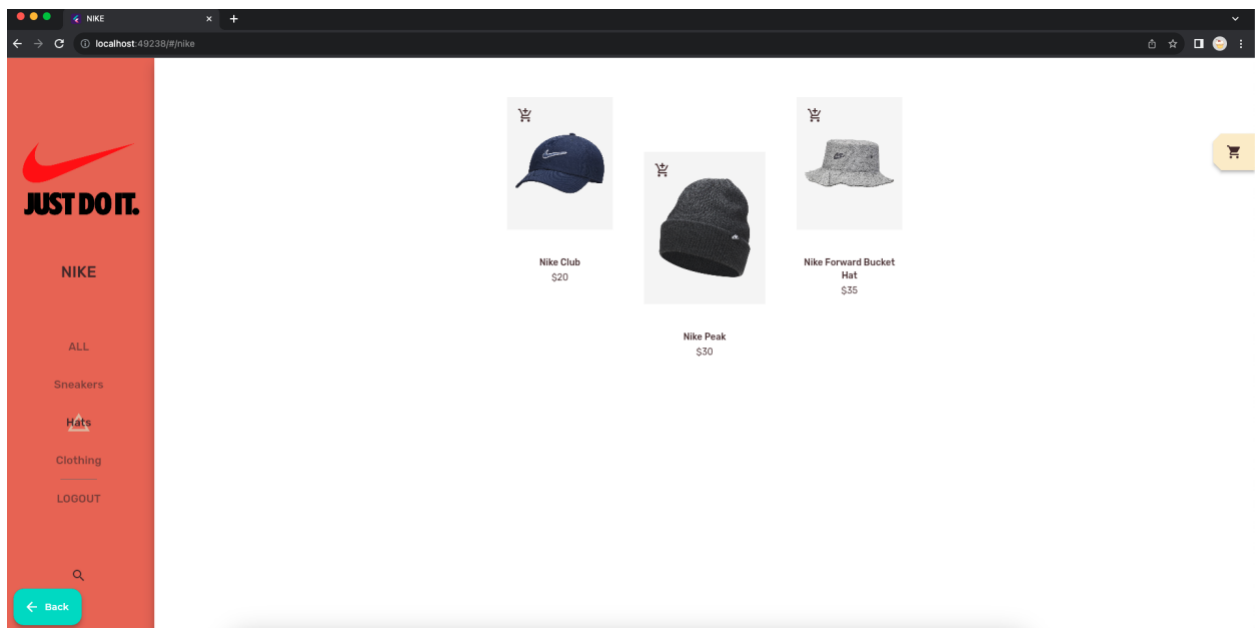
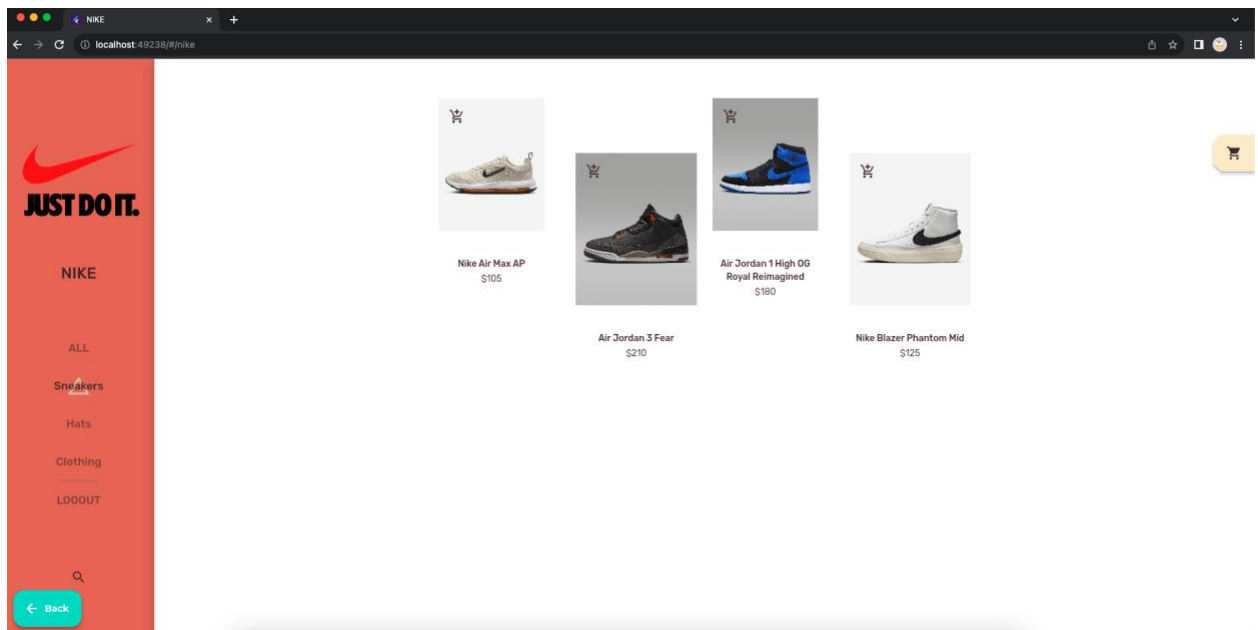
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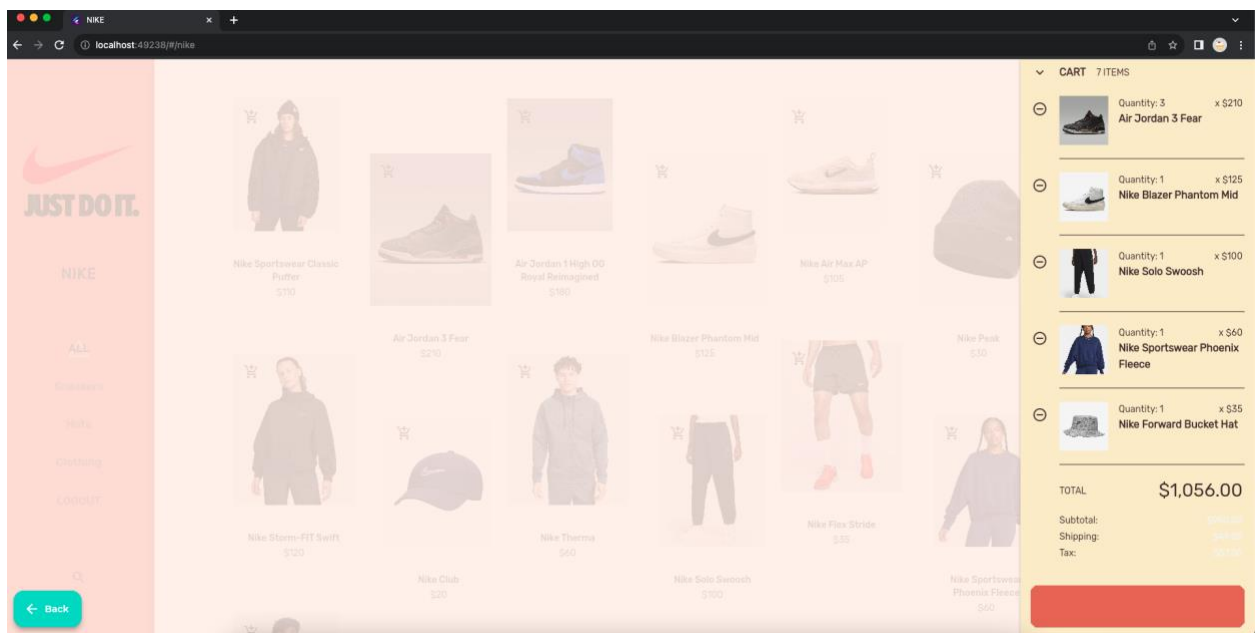
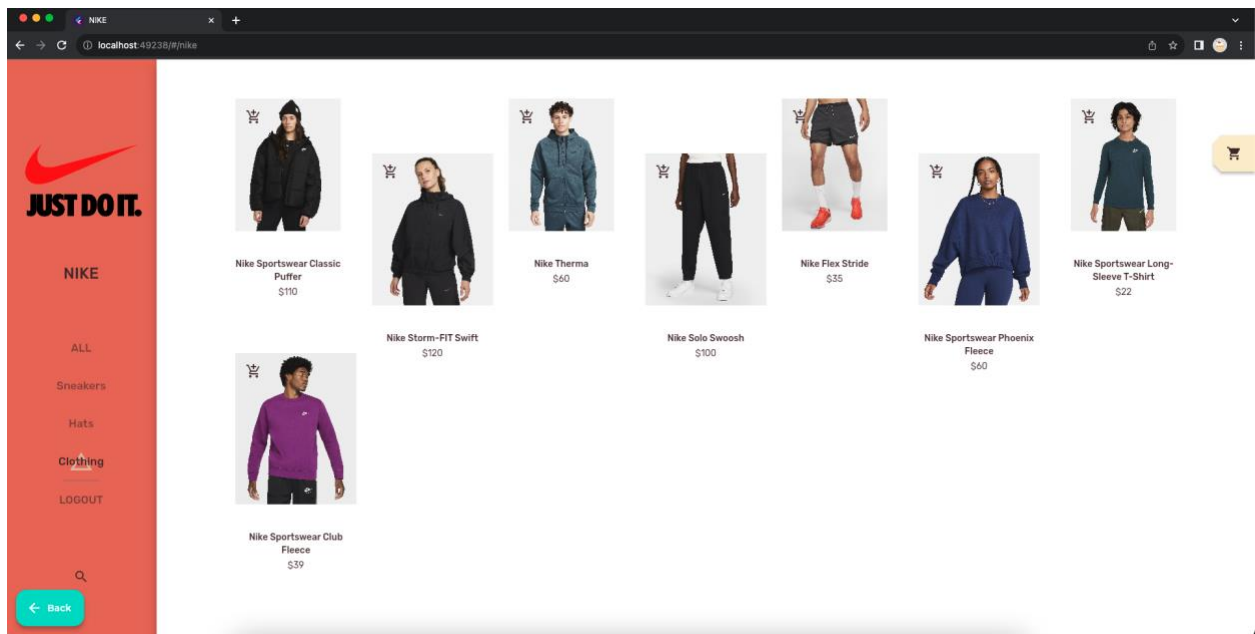
CANCEL

NEXT

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```

main.dart
lib > main.dart > ...
21 export 'package:gallery/data/demos.dart' show pumpDeferredLibraries;
22
23 void main() async {
24   // GoogleFonts.config.allowRuntimeFetching = false;
25   // await GetStorage.init();
26
27   // if (defaultTargetPlatform != TargetPlatform.linux 64
28   //   defaultTargetPlatform != TargetPlatform.windows 64
29   //   defaultTargetPlatform != TargetPlatform.macos) {
30   //     WidgetsFlutterBinding.ensureInitialized();
31   //   }
32   // await Firebase.initializeApp(
33   //   options: DefaultFirebaseOptions.currentPlatform,
34   // );
35   // FlutterError.onError = (errorDetails) {
36   //   FirebaseCrashlytics.instance.recordFlutterFatalError(errorDetails);
37   // };
38   // Pass all uncaught asynchronous errors that aren't handled by the Flutter framework to Crashlytics
39   // PlatformDispatcher.instance.onError = (error, stack) {
40   //   FirebaseCrashlytics.instance.recordError(error, stack, fatal: true);
41   //   return true;
42   // };
43
44   runApp(const GalleryApp(
45     initialRoute: NikeApp.homeRoute,
46   ));
47

```