Flutter Final Assignment

"Calmora" Android App

## For self-Care

Problem Statement

To develop a flutter application for android with

- Widgets

- Stateful and stateless widgets

- Navigations, styling and theme

- Gestures

- Api calling

- Databasse

- Firebase and localization

What the App Does

- The app helps users to get a feel of uplifting with quotes.

- It guides the user with breathing practises.

- The users can log how they felt during the day.

- Their moods can be logged and reviewed anytime.

- The users can write on what they feel, how the feel and blurt out anything they feel in their mind in the journalling page to feel relieved.
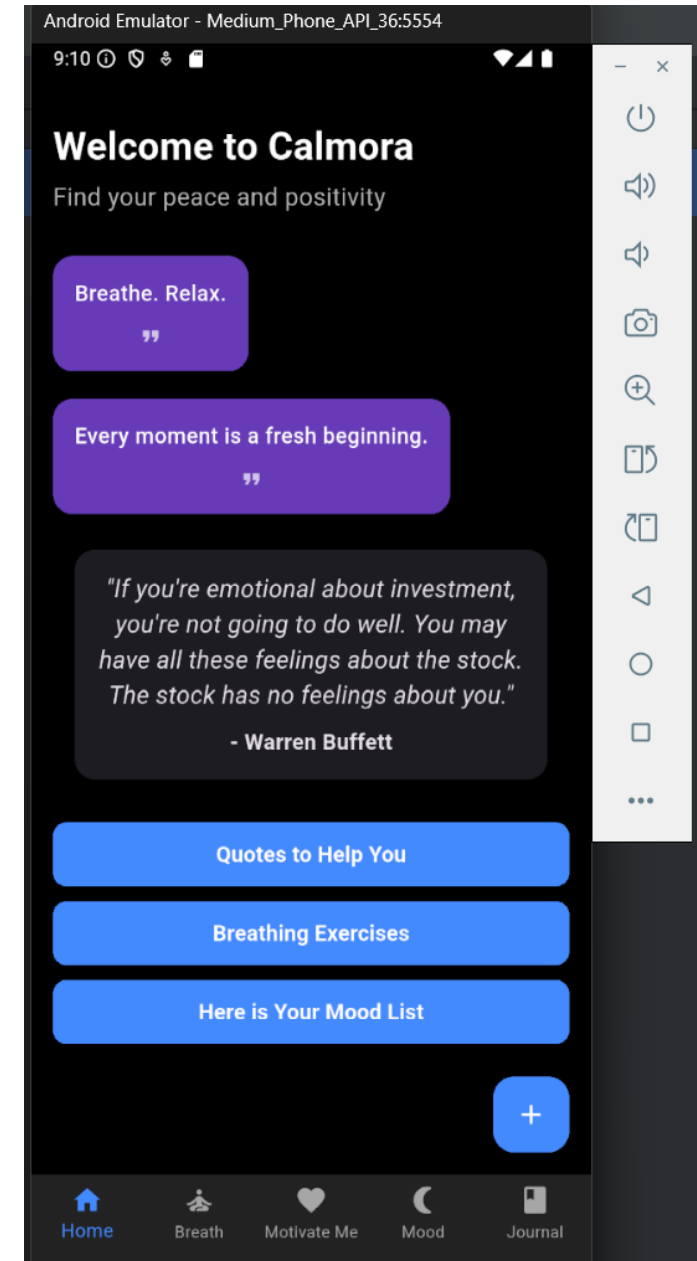
Starting page of app
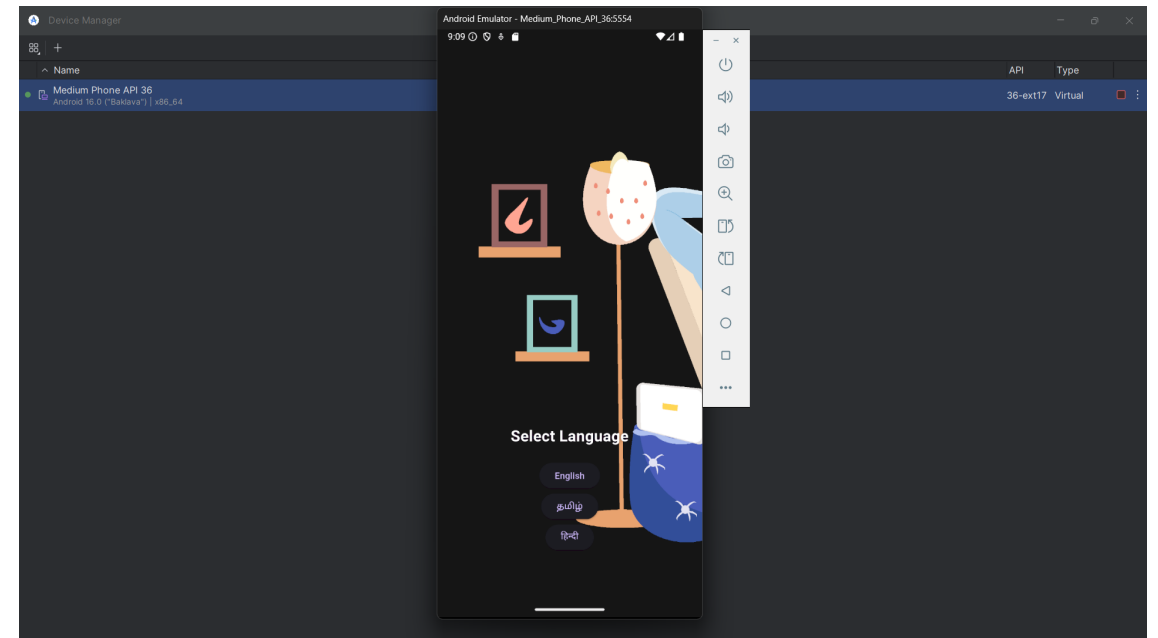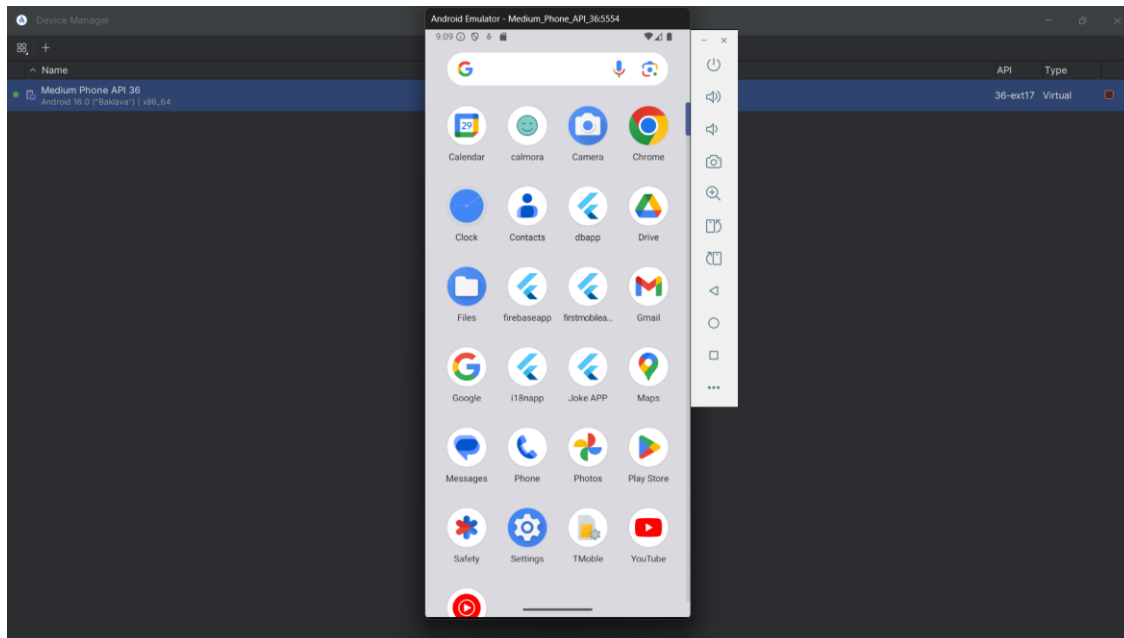
Home Page Of App

- Once the language is selected it goes to the home page.

- The homepage has nav bar and widgets to decorate the homepage.

- The app opens with a welcome message and static cards.

- The quotes widget fetches quotes once every 10 sec.
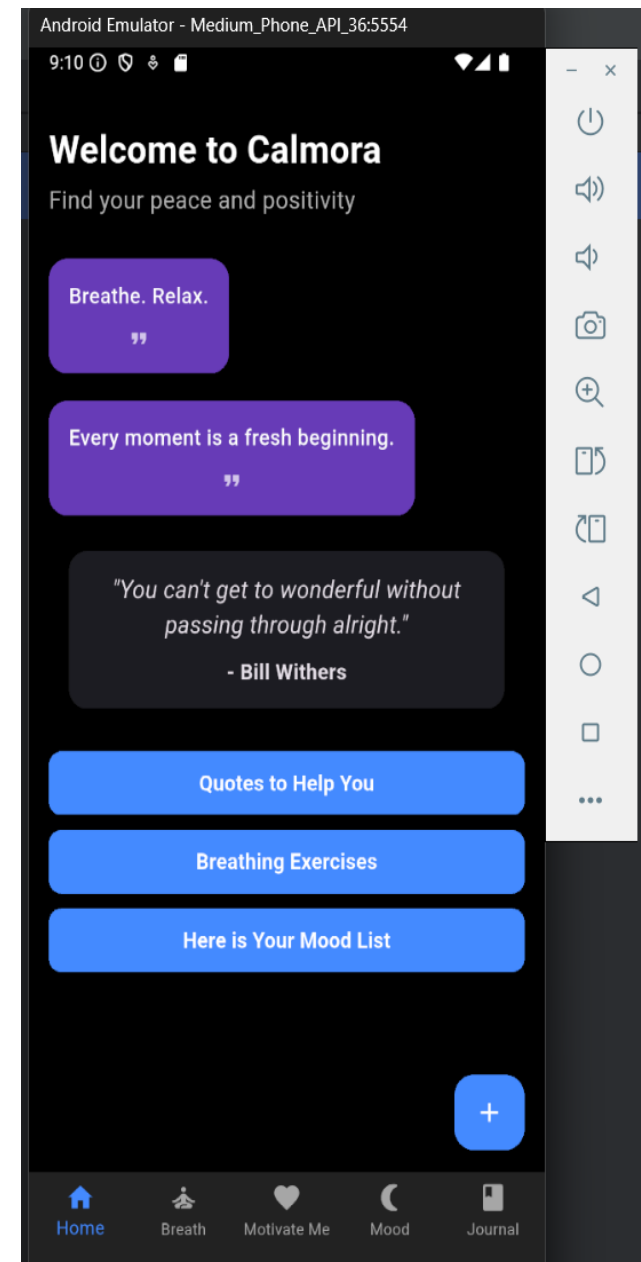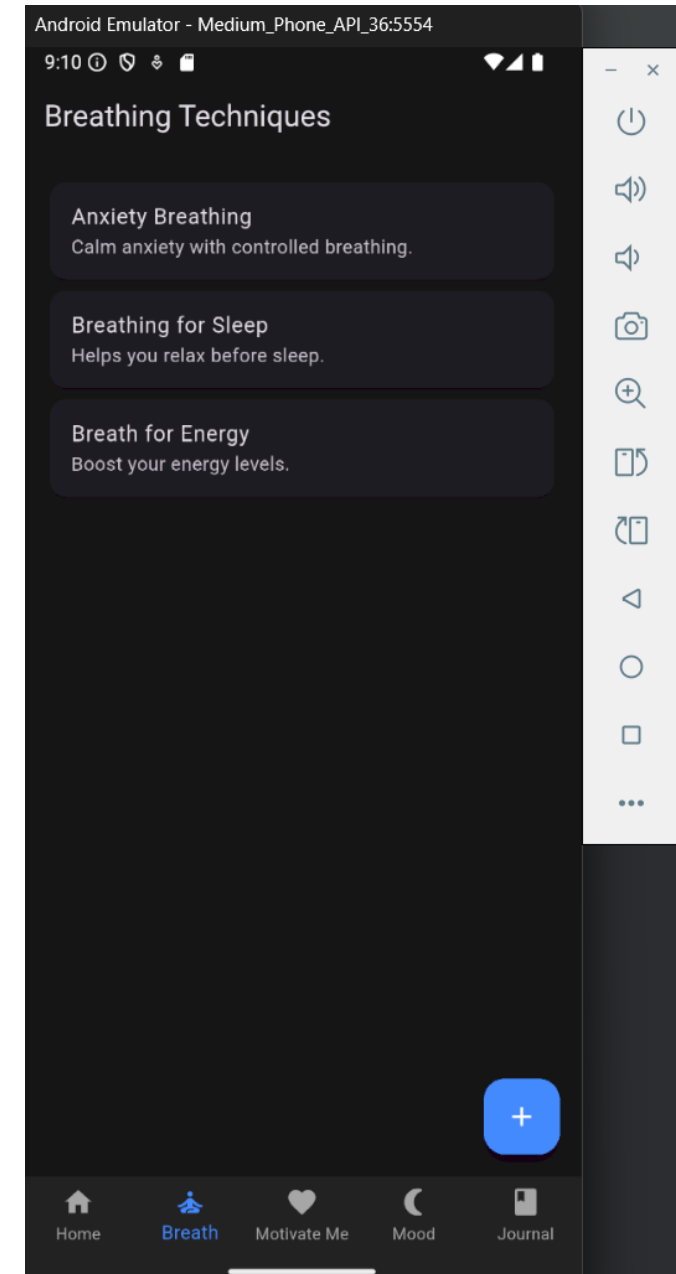
Homepage – contd.

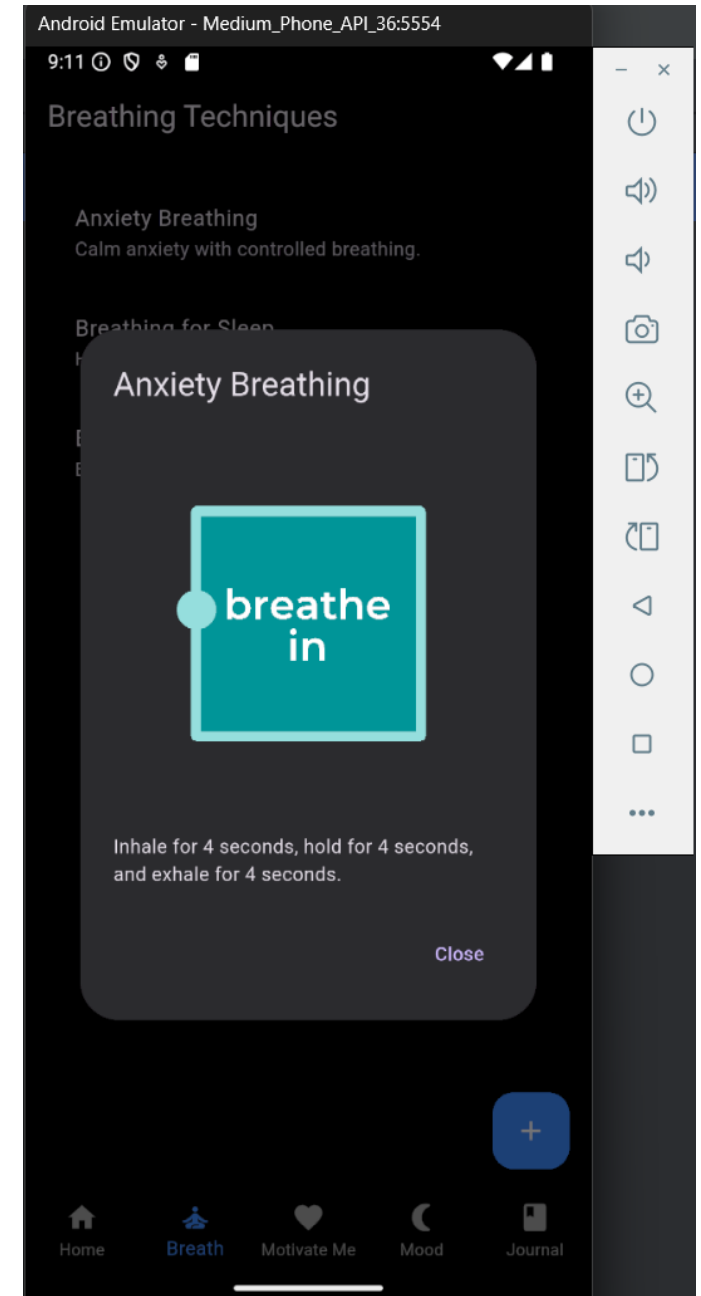- The quotes changes in the home page.

Breath Widget

- The widget has 3 techniques hardcoded.
- The three techniques are anxiety breathing, breathing for sleep and for energy.
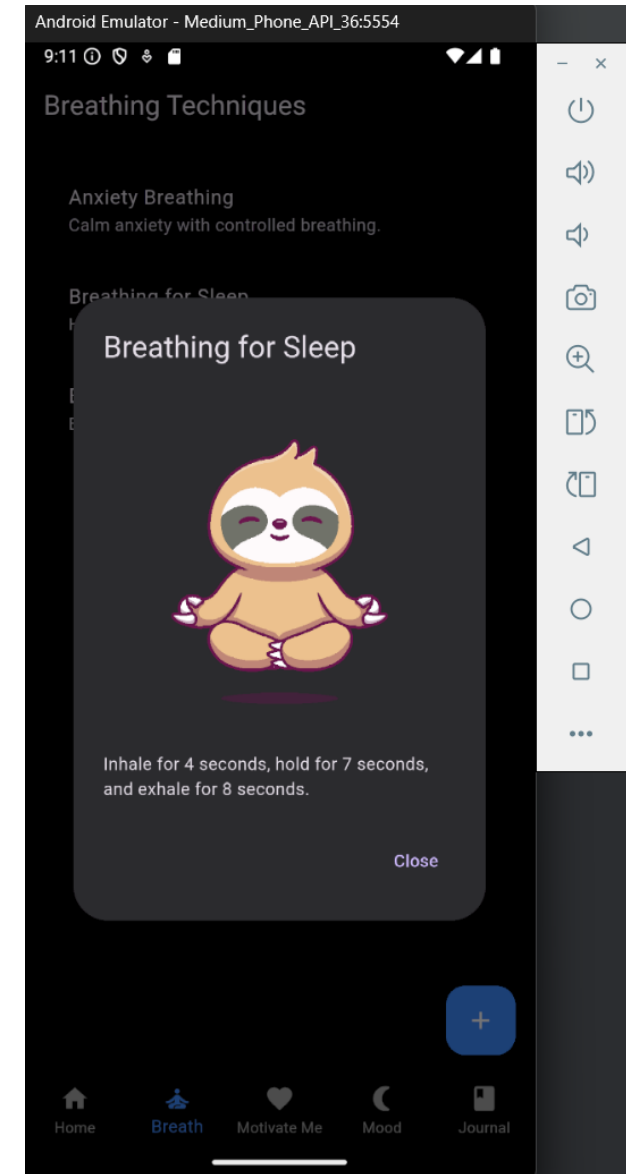
Breath widget – contd.

- When the button is clicked, the contents open in pop up.
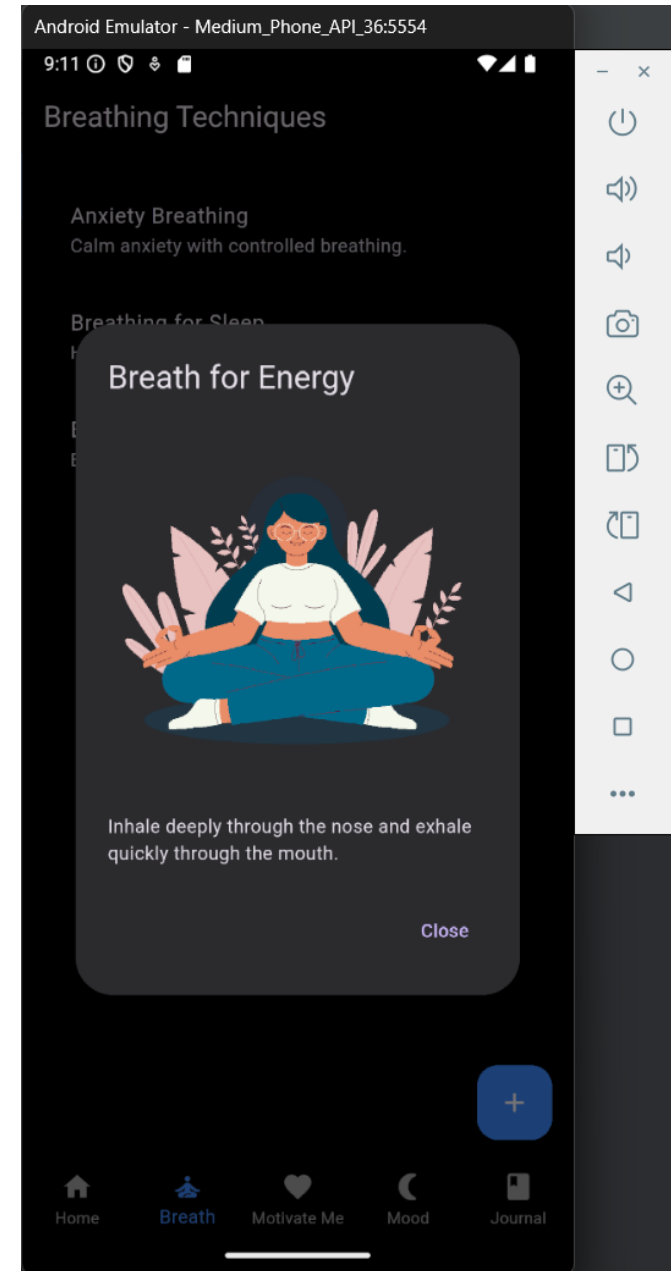- The graphics is rendered using lottie package from a json file.

Breath widget – contd.

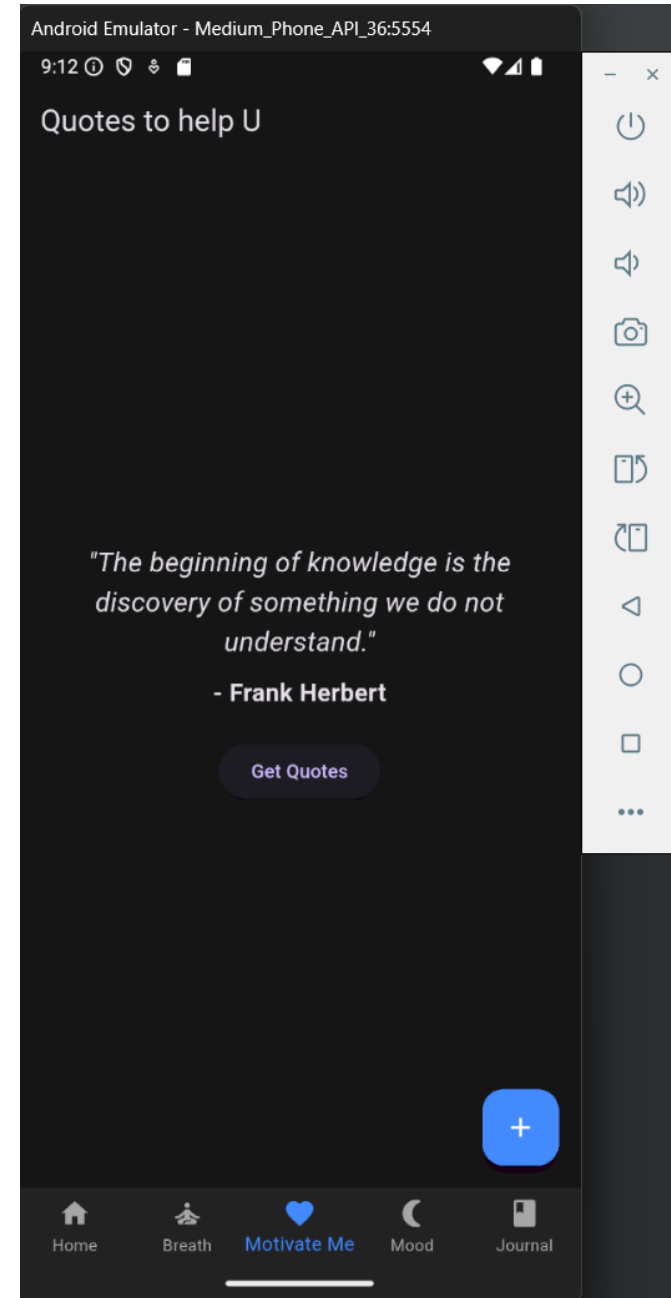- When breath for sleep is clicked we get another pop up with graphics.

Breath widget – for energy

- When the button for energy is clicked, we get a pop up.
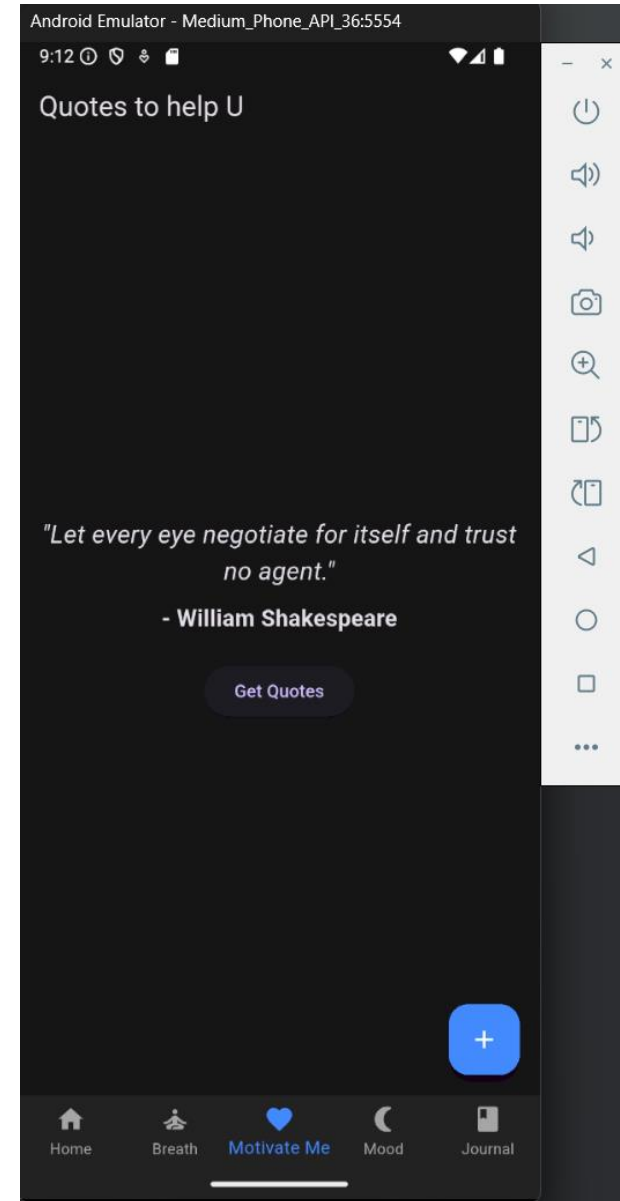- All the graphics make movement and is not static.

Motivate Me Widget

- This Widget is a stateful widget.
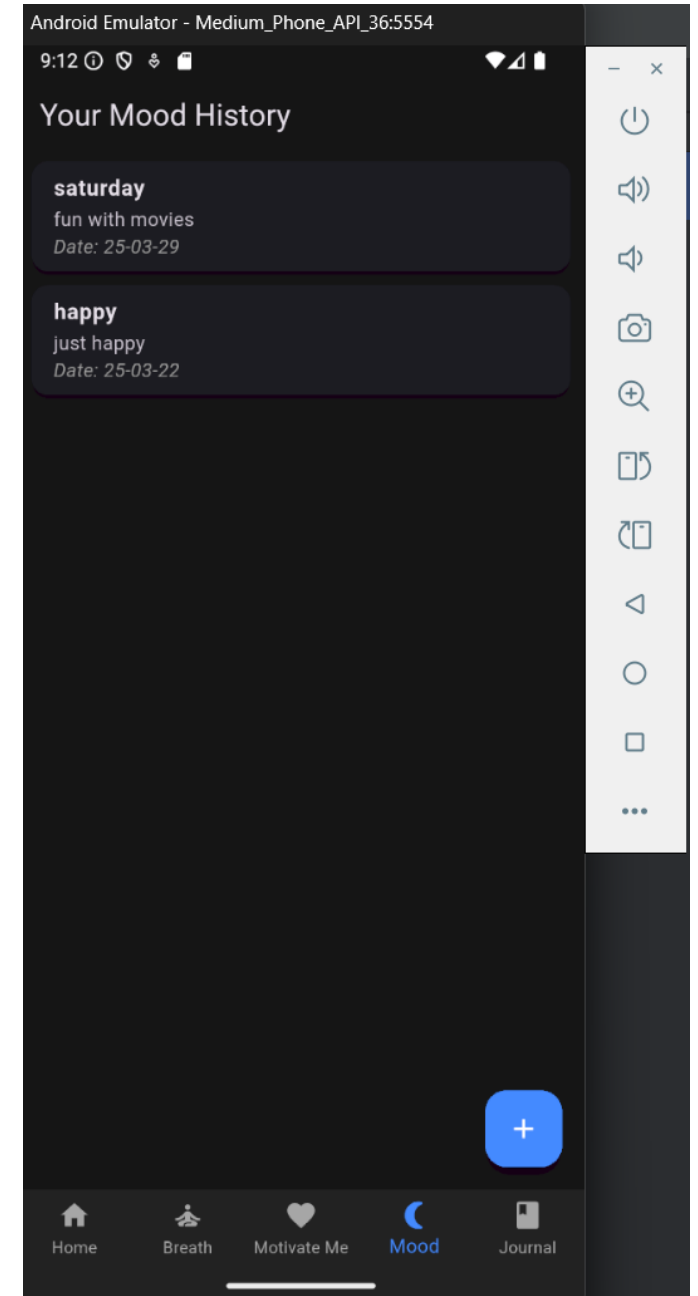- It fetches the quote from an api.

Motivate me – contd.

- When the get quotes button is clicked, another quote is fetched from the api.
- As many times the button can be clicked, and quotes will be fetched.
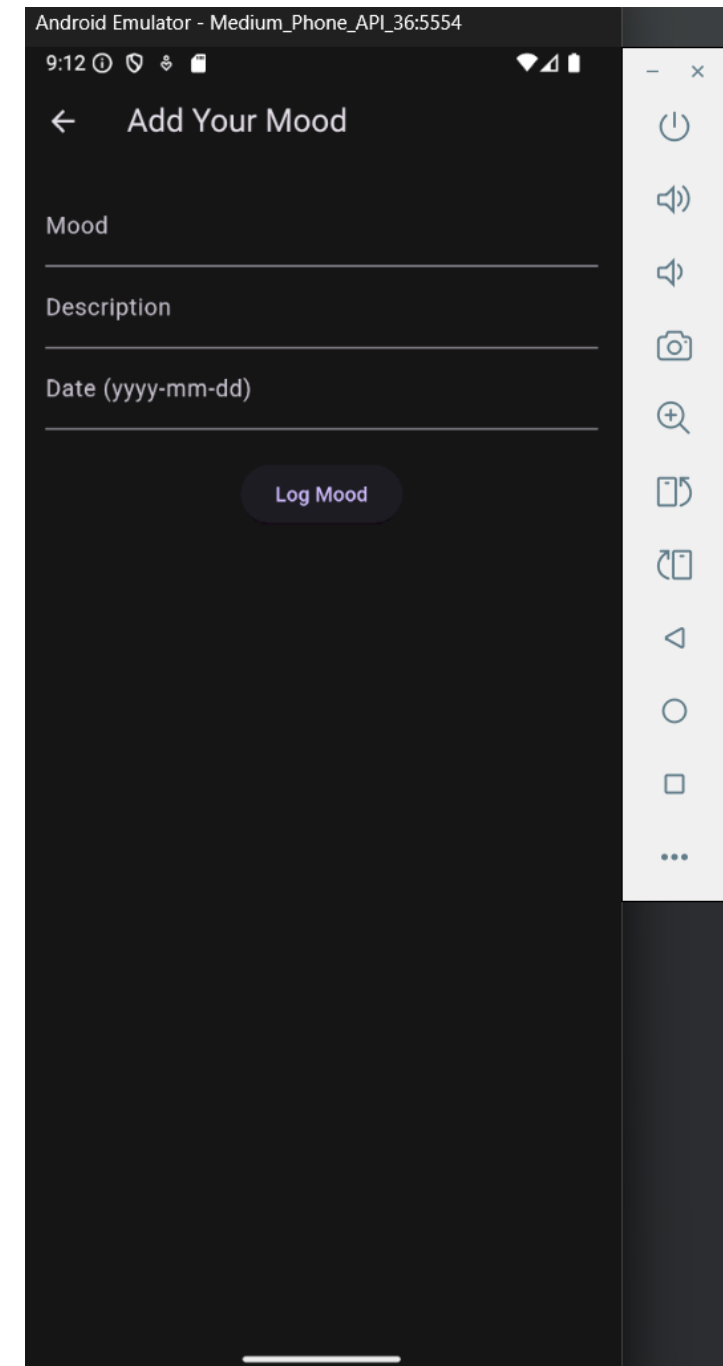
Mood Logging

- This feature uses sqflite database.
- The users can log their mood over time.
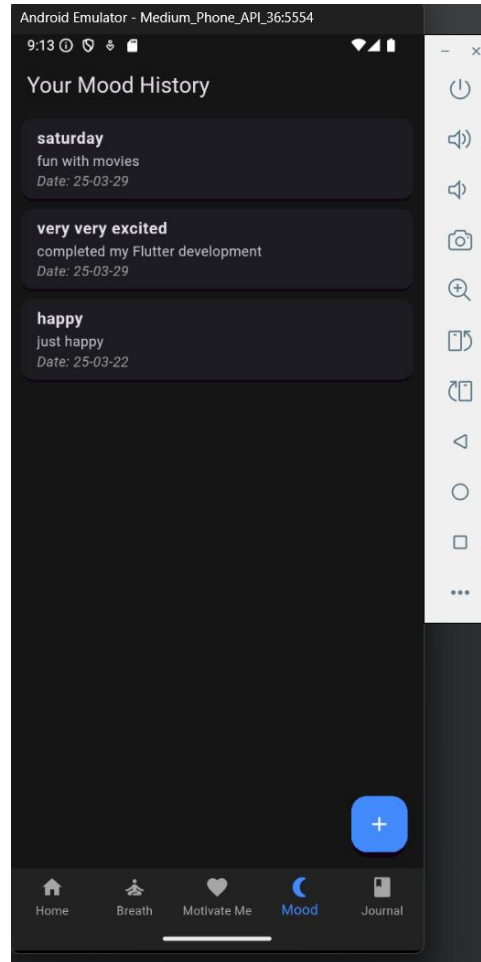- They can view how they felt over a period
  of time.

Mood Entry

- The floating button in all the pages entries the mood.
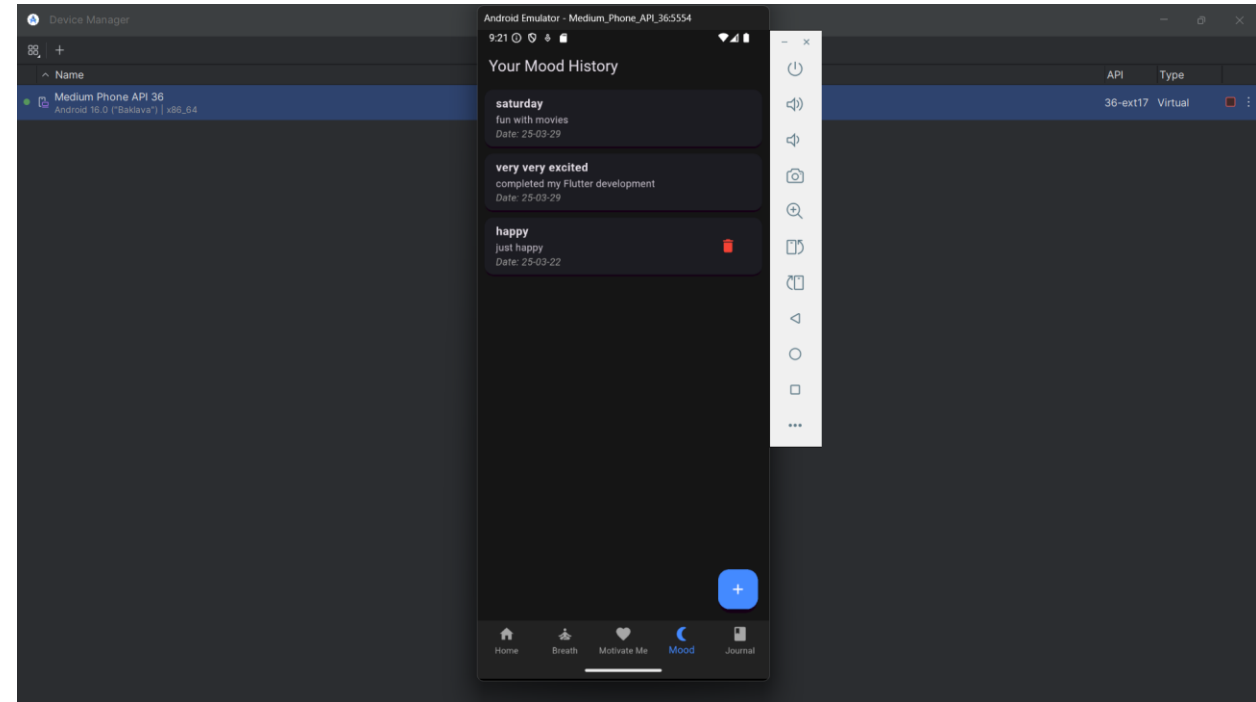- Once all the data is entered, click log mood

Once the mood is logged, all the entries are shown. In the mood page.

Deleting Mood Entry

- Gestures are used to delete the entry.
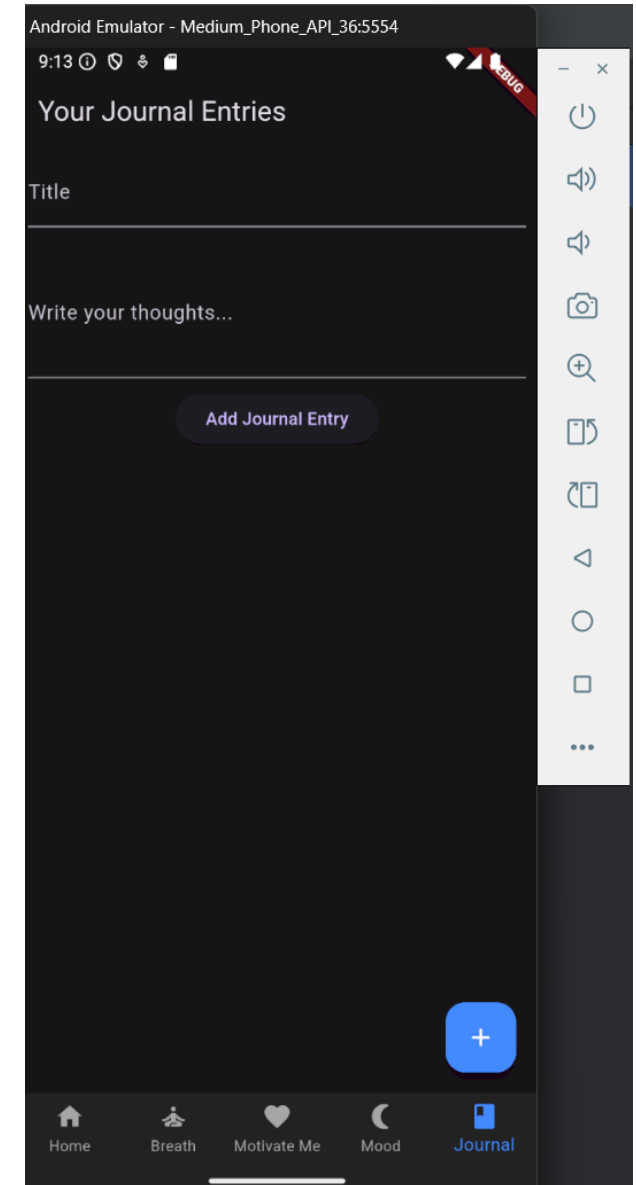- A single click on the entry shows
  delete icon.

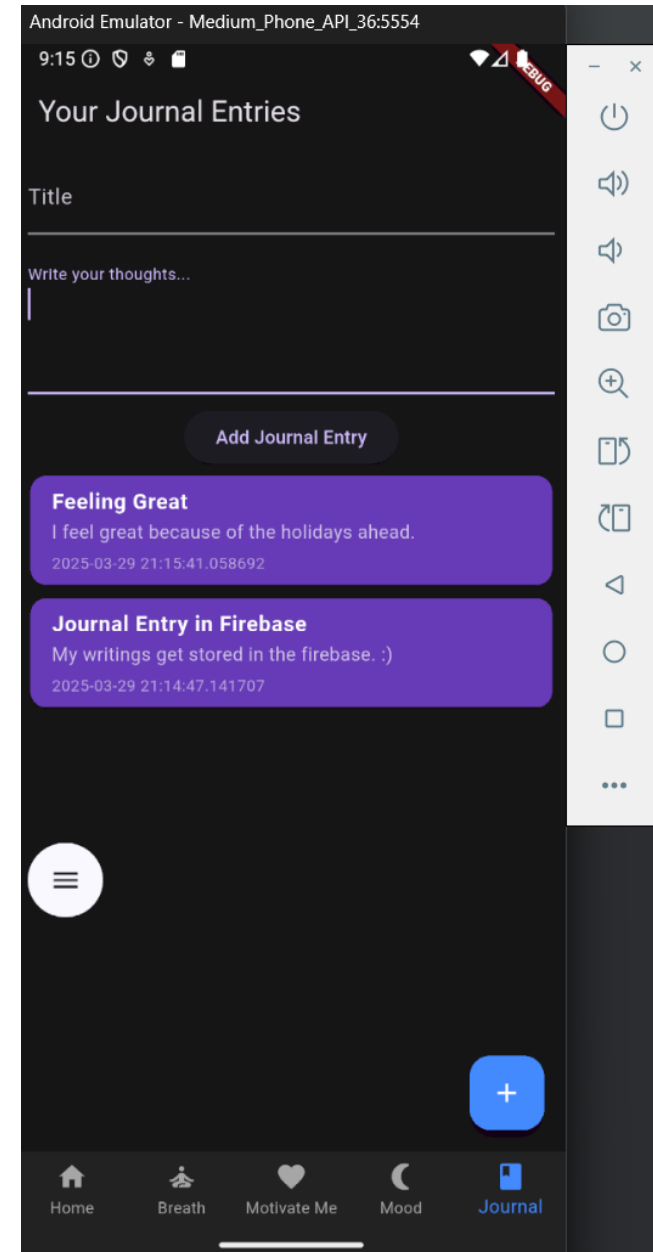Clicking the delete option,
 the entry is deleted

Journal Entry

- Users can log their entries.
- It can be a random thought, what they feel, or even they can even vent out.
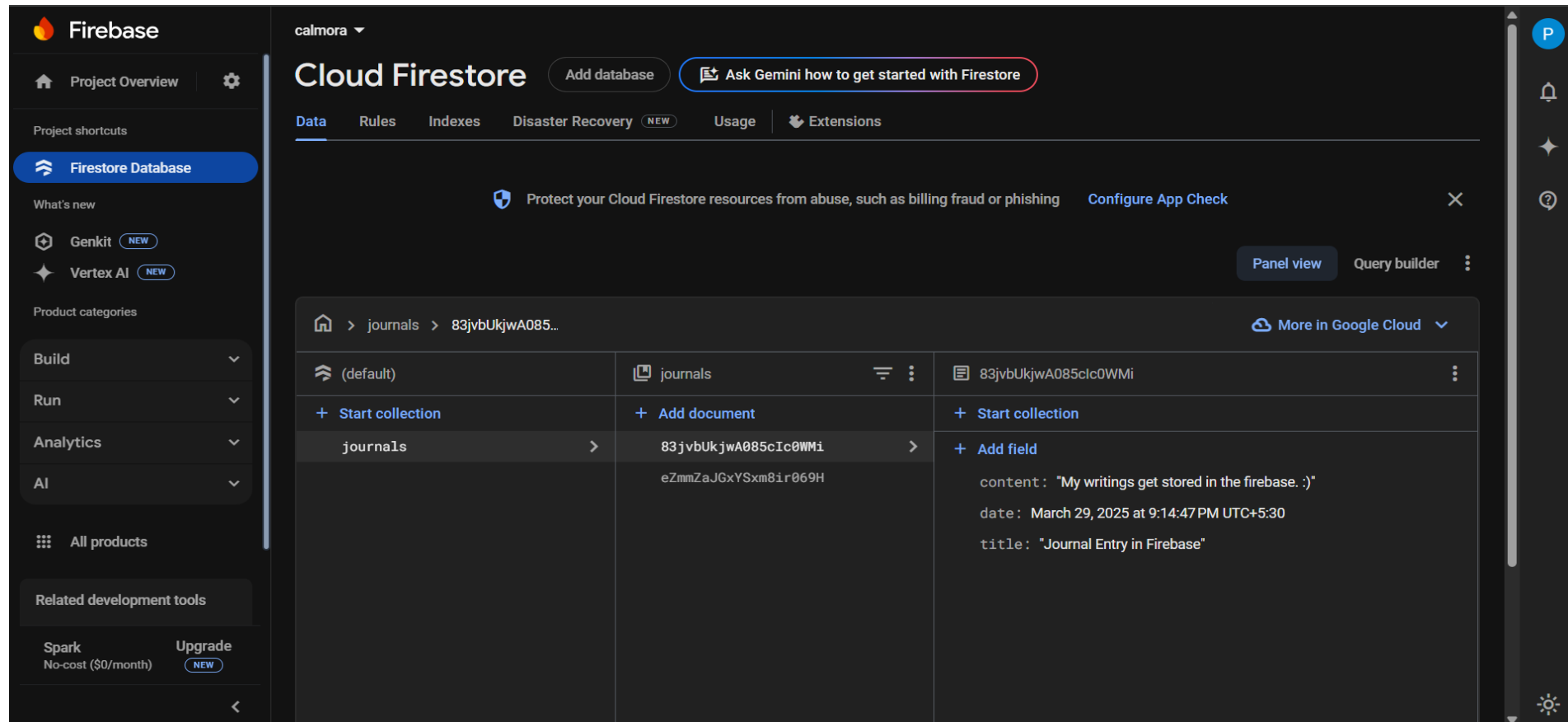- Firebase is used for this purpose.

Journal Entries

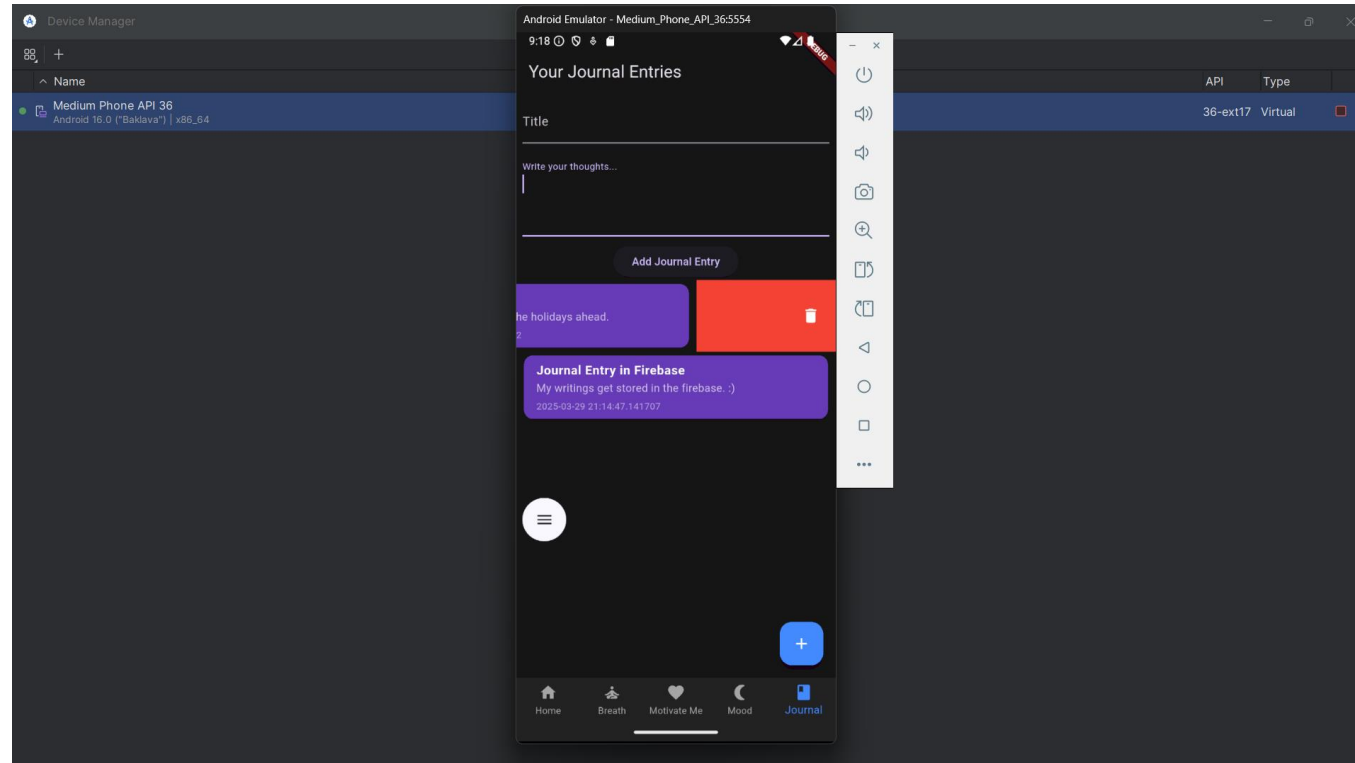- Once the entries is done. It fetches from the firebase and displays.

Data in Firebase

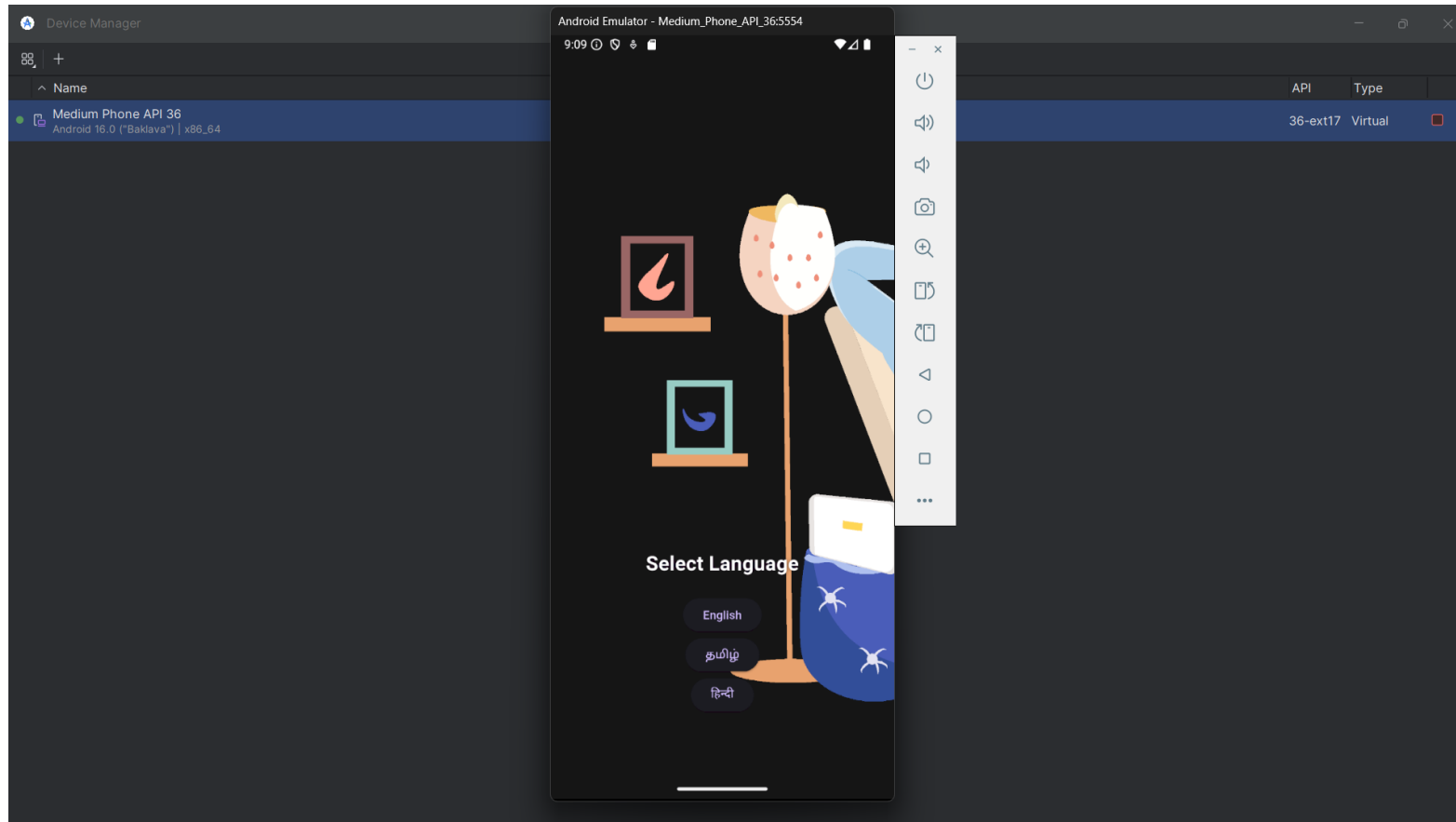- The data entered from the app gets stored in the firebase.

Gesture in Journal Page

- The entries in journal page can be deleted.
- The entries need to be swiped left
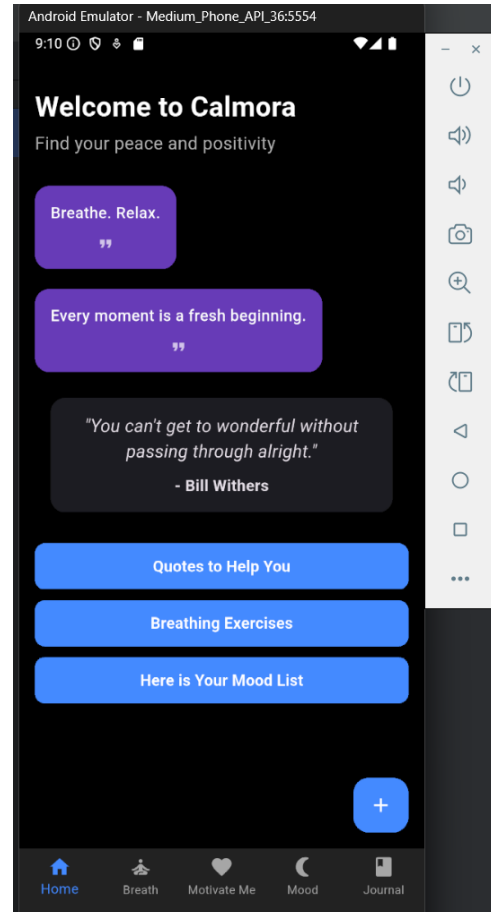
  to delete.
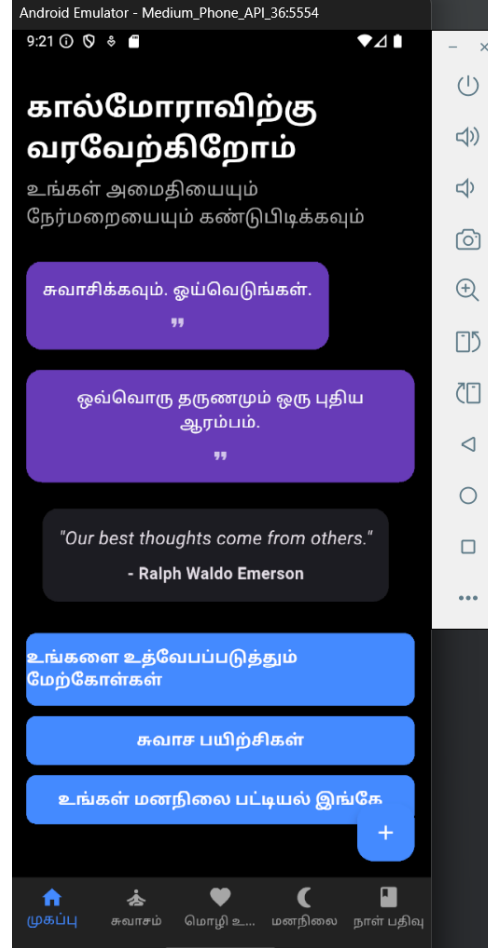
Change Languages - Localization

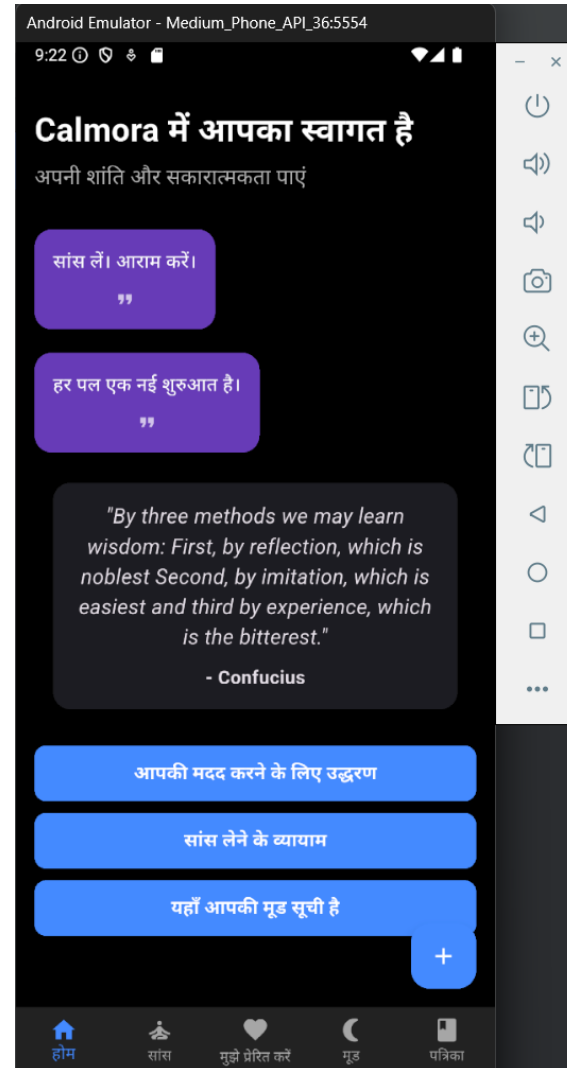- The app's language can be changed in the start of the app.

English Language

Tamil Language

Hindi Language

App Build

- After development, the apk file is built and deployed in android phone.

```
C:\Users\05 PROJECTS\Flutter Development\calmora>flutter build apk

Font asset "MaterialIcons-Regular.otf" was tree-shaken, reducing it from 1645184 to 2132 bytes (99.9% reduction). Tree-shaking can be disabled by providing
the --no-tree-shake-icons flag when building your app.
Running Gradle task 'assembleRelease'...                    152.0s
√ Built build\app\outputs\flutter-apk\app-release.apk (49.8MB)

C:\Users\05 PROJECTS\Flutter Development\calmora>
```

The End