

MPL Prerequisites

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Topic : Reader's circle app

Problem statement :

Develop a Flutter app for book enthusiasts to form reading circles, recommend books, bookmark where they left off in a book, create reading lists, and add personal notes. Users can join or create circles based on shared interests, discuss books, and engage with other members. The app aims to create a community where readers can connect, share insights, and enhance their reading experiences together.

Software Requirements:

- 1. Flutter SDK:** Install the Flutter SDK to develop the app. Flutter provides a rich set of pre-built widgets and tools for building cross-platform apps.
- 2. Integrated Development Environment (IDE):** Choose an IDE such as Android Studio, IntelliJ IDEA, or Visual Studio Code with the Flutter and Dart plugins installed for coding and debugging.
- 3. Firebase SDK:** If you plan to use Firebase services for backend features like authentication, database, and storage, and set up Firebase in your Flutter project using the Firebase SDK.
- 4. Version Control System:** Using a version control system like Git is recommended for managing project's source code.

Hardware Requirements:

- 1. Computer:** A computer running Windows, macOS, or Linux with sufficient processing power and memory to handle the development environment and running the emulator or physical devices.
- 2. Mobile Devices:** For testing the app, you can use physical devices (Android and iOS) or emulators/simulators provided by the respective platforms.