1. Flutter

Create a new flutter project

Copy/ paste the pubspec.yaml file

Click on pub get

In the lib folder copy all the pages necessary

• in the main.dart import

import 'signup.dart';

```
class MyApp extends StatelessWidget {
const MyApp({Key? key}) : super(key: key);

deprive widget build(BuildContext context) {
return MaterialApp(
debugShowCheckedModeBanner: false,
title: 'Flutter Demo',
theme: ThemeData(
useMaterial3: true,
), // ThemeData
home: SignUpPage(),
//home: MapPage(),

// MaterialApp

// MaterialApp

// MaterialApp

// MaterialApp

// MaterialApp

// MaterialApp

// MaterialApp
```

Set the entry point: line 33

• In your machine's terminal get the address of network connection

In mac type: ifconfig

Cmd + f

Type 192.168 and press enter

Find the address that looks like that:

```
Q~ 192.168
                root id 0:0:
                ipfilter dis
        member: en1 flags=3<
                ifmaxaddr 0
        member: en2 flags=3<
                ifmaxaddr 0
        nd6 options=201<PERF
        media: <unknown type
        status: inactive
ap1: flags=8843<UP,BROADCAST
        options=6463<RXCSUM,
        ether 3e:22:fb:04:6c
        inet6 fe80::3c22:fbf
        nd6 options=201<PERF
        media: autoselect
en0: flags=8863<UP,BROADCAST
        options=6463<RXCSUM,
        ether 3c:22:fb:04:6c
        inet6 fe80::821:7c58
        inet6 2403:4800:3434
        inet6 2403:4800:3434
        inet 192.168.1.104 n
```

• Go to signup.dart

In line 26 change the code so that it includes that address. This is mine:

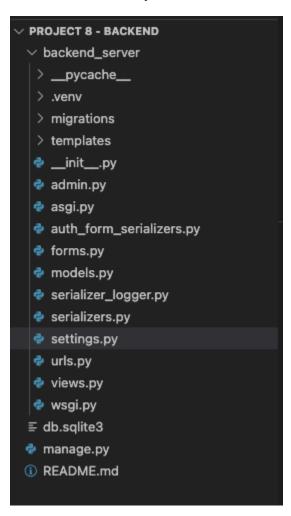
```
27
28 final apiUrl = 'http://192.168.1.104:8000/signup/';
29
```

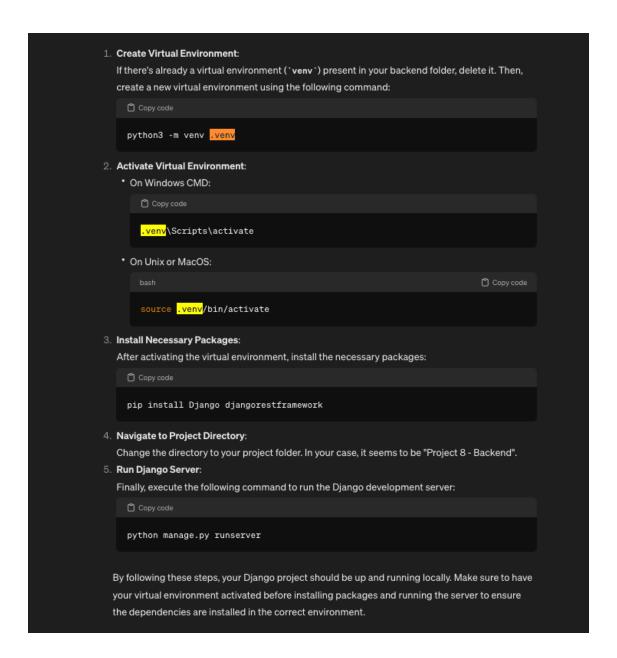
- Go to VS CODE
- Provided you done the installation for Django open the backend project
- Open a terminal in VS CODE
- Go to settings.py

Add: 'localhost', the network address you got from ifconfig earlier, dont need to put the last one. Save project

```
# settings.py
# so that flutter and django can connect on my machine over network
# ALLOWED_HOSTS = ['192.168.1.104', 'localhost', '127.0.0.1']
```

- Follow the below instructions to get the .venv file
- The hierarchy should be like that, with the .venv inside the project folder:





When running the last command, change directory 'cd ..' to one up, so that when you type 'ls' you see:

```
    aleksandrabartosiak@Aleksandras-MacBook-Air Project 8 - Backend % ls
    README.md backend_server db.sqlite3 manage.py
    aleksandrabartosiak@Aleksandras-MacBook-Air Project 8 - Backend % source <venv>/bin/activate
```

If **python manage.py runserver** issues problems, then run with:

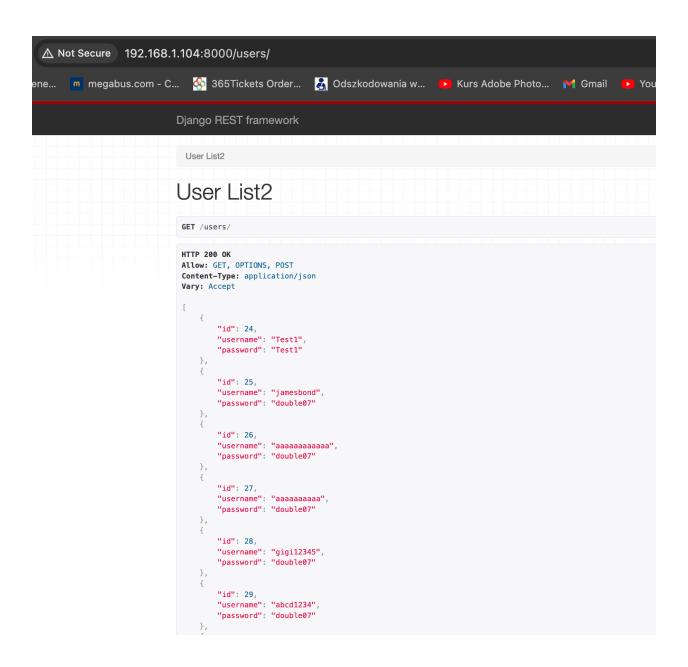
python manage.py runserver 0.0.0.0:8000

Why? When running the Django development server, make sure you bind it to '0.0.0.0' so it listens on all available network interfaces rather than just localhost. This allows external devices to connect to the server.

• Once backend running go to flutter, run a device then run the project. You will see a signup page:

Put in some details and press sign up.

- Open a browser
- Type: http://192.168.1.104:8000/users/ your address will be different 192.168.



You should see the details you just put in the flutter signup page. You can also type:

http://127.0.0.1:8000/users/ to see same view. Your address take from VS code terminal when backend is running:

See the one before last line.