**UPDATED MAIN FOR SUPABASE INTEGRATION**

import 'package:flutter/material.dart';

import 'package:supabase\_flutter/supabase\_flutter.dart';

import 'splash\_screen.dart';

Future<void> main() async {

  WidgetsFlutterBinding.ensureInitialized();

  await Supabase.initialize(

    url: 'https://zzmlainpucbkvcrtyrrg.supabase.co',

    anonKey:

        'eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJpc3MiOiJzdXBhYmFzZSIsInJlZiI6Inp6bWxhaW5wdWNia3ZjcnR5cnJnIiwicm9sZSI6ImFub24iLCJpYXQiOjE3NTkyMjU0NzQsImV4cCI6MjA3NDgwMTQ3NH0.o5t4ZasDGS9S5NKoHz7217nWa2YoSCxTKenuDpJCccc',

  );

  runApp(const NewsApp());

}

class NewsApp extends StatelessWidget {

  const NewsApp({super.key});

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      title: 'All News Information',

      debugShowCheckedModeBanner: false,

      theme: ThemeData(

        colorScheme: ColorScheme.fromSeed(seedColor: Colors.blue),

        useMaterial3: true,

      ),

      home: const SplashScreen(),

    ); } }

**CODE BREAKDOWN**

import 'package:flutter/material.dart';

import 'package:supabase\_flutter/supabase\_flutter.dart';

import 'splash\_screen.dart';

Imports Flutter Material UI, Supabase SDK for Flutter, and your own SplashScreen widget (which will be your first screen).

Code

Future<void> main() async {

WidgetsFlutterBinding.ensureInitialized();

await Supabase.initialize(

url: 'https://zzmlainpucbkvcrtyrrg.supabase.co',

anonKey: 'YOUR-ANON-KEY-HERE',

);

runApp(const NewsApp());

}

WidgetsFlutterBinding.ensureInitialized() → Makes sure Flutter engine is ready before doing async operations (needed for Supabase initialization).

Supabase.initialize(...) → Connects your app to your Supabase project using:

url → your project’s API URL.

anonKey → anonymous public key for authentication and database access.

runApp(const NewsApp()) → Starts the Flutter app with NewsApp widget.

Code

class NewsApp extends StatelessWidget {

const NewsApp({super.key});

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'All News Information',

debugShowCheckedModeBanner: false, // removes "debug" banner

theme: ThemeData(

colorScheme: ColorScheme.fromSeed(seedColor: Colors.blue),

useMaterial3: true, // enables Material 3 UI

),

home: const SplashScreen(), // first screen of app

);

}

}

MaterialApp → Root widget of your Flutter app  
Title → App name (shows up in task manager / browser tab).

debugShowCheckedModeBanner: false → hides red "DEBUG" ribbon.

theme → sets global theme (blue accent, Material 3).

home: SplashScreen() → Launches the Splash Screen first when the app starts.

✅ So the app flow is:

App launches → Flutter initializes → Supabase connects → App UI starts → SplashScreen is shown.

**LOGS WHEN WE RUN OVER PROJECT**

PS C:flutter runo\Desktop\Flutter Projects\all\_news\_information\_application>

Connected devices:

Windows (desktop) • windows • windows-x64 • Microsoft Windows [Version

10.0.22631.5909]

Chrome (web) • chrome • web-javascript • Google Chrome 140.0.7339.208

Edge (web) • edge • web-javascript • Microsoft Edge 140.0.3485.94

[1]: Windows (windows)

[2]: Chrome (chrome)

[3]: Edge (edge)

Please choose one (or "q" to quit): 2

Launching lib\main.dart on Chrome in debug mode...

Waiting for connection from debug service on Chrome... 16.2s

Flutter run key commands.

r Hot reload.

R Hot restart.

h List all available interactive commands.

d Detach (terminate "flutter run" but leave application running).

c Clear the screen

q Quit (terminate the application on the device).

This app is linked to the debug service: ws://127.0.0.1:53245/UE05YHiSEIk=/ws

Debug service listening on ws://127.0.0.1:53245/UE05YHiSEIk=/ws

A Dart VM Service on Chrome is available at: http://127.0.0.1:53245/UE05YHiSEIk=

The Flutter DevTools debugger and profiler on Chrome is available at:

http://127.0.0.1:53245/UE05YHiSEIk=/devtools/uri=ws://127.0.0.1:53245/UE05YHiSEIk=/ws

Starting application from main method in: org-dartlang-app:/web\_entrypoint.dart.

supabase.supabase\_flutter: INFO: \*\*\*\*\* Supabase init completed \*\*\*\*\*  
  
 **LOGS BREAKDOWN**

Your terminal logs:  
LOGS:

PS C:\Users\ratho\Desktop\Flutter Projects\all\_news\_information\_application> flutter run

Connected devices:

Windows (desktop) • windows • windows-x64

Chrome (web) • chrome • web-javascript

Edge (web) • edge • web-javascript

👉 Flutter detected 3 devices:

* Windows desktop app
* Chrome browser
* Edge browser

LOGS:

Please choose one (or "q" to quit): 2

Launching lib\main.dart on Chrome in debug mode...

Waiting for connection from debug service on Chrome...  
BREAKDOWN:

👉 You selected **Chrome (2)** → Flutter runs app as a **web app in Chrome**.

LOGS:  
Flutter run key commands.

r Hot reload.

R Hot restart.

h List all available interactive commands.

d Detach

c Clear screen

q Quit

👉 Flutter lists interactive commands you can use:

* r → Hot reload (UI changes only).
* R → Hot restart (rebuilds full widget tree).
* q → Quit app.

LOGS:

This app is linked to the debug service: ws://127.0.0.1:52631/...

Debug service listening on ws://127.0.0.1:52631/...

A Dart VM Service on Chrome is available at: http://127.0.0.1:52631/...

The Flutter DevTools debugger and profiler on Chrome is available at: <http://127.0.0.1:52631/.../devtools>  
BREAKDOWN:

👉 Flutter connects the app to the **Dart VM debugger** (so you can debug your code live).  
👉 DevTools link lets you **debug, profile, and inspect UI** in the browser.

LOGS:

supabase.supabase\_flutter: INFO: \*\*\*\*\* Supabase init completed \*\*\*\*\*

👉 This comes from your code:

* It means Supabase.initialize(...) was successful.
* Your app is now connected to Supabase backend.

✅ So the output confirms:

* Flutter app launched in Chrome.
* Debugging + hot reload available.
* Supabase successfully initialized.
* Your **SplashScreen** is currently running in the browser tab.