

Taller - Distribución de APK con Firebase App Distribution

Autor

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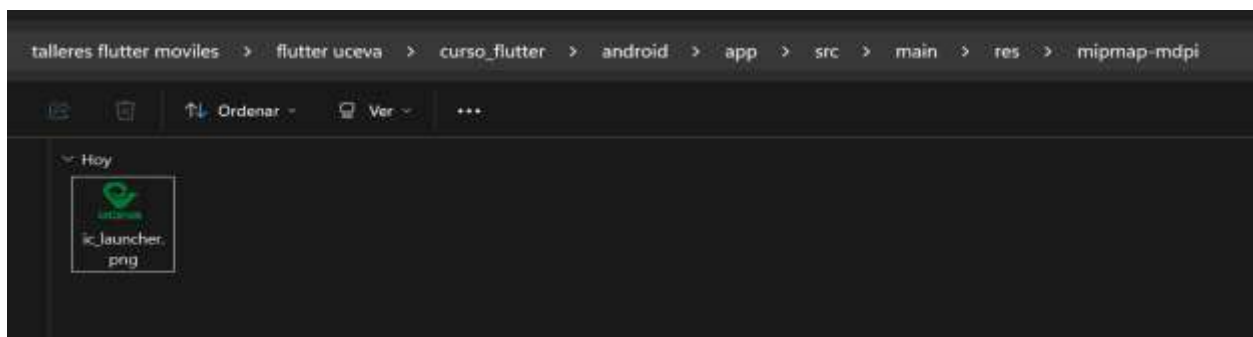
Tuluá – Valle Del Cauca

2025

Repo: https://github.com/daniela-erazo-marin/curso_flutter

1) Preparación del APK

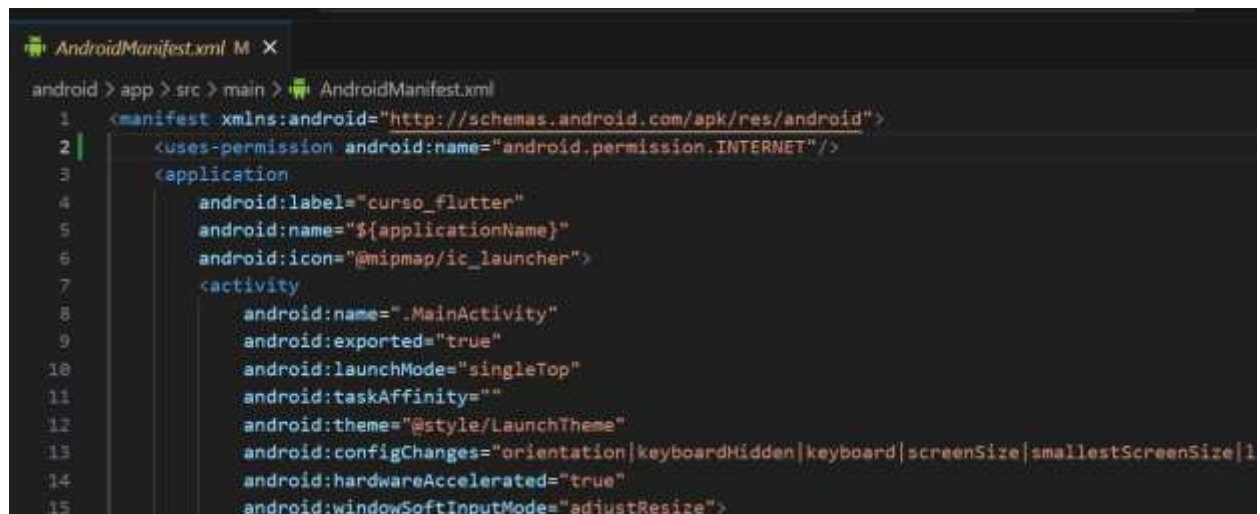
1. Cambiar el icono de la App. - Descargamos la imagen y la pegamos en la ruta “\android\app\src\main\res”. Y la pegamos dentro de la carpeta con nombre “mipmap-”. - Tener en cuenta los tamaños de los “mipmap-”, en la carpeta solo puede estar 1 solo archivo



Nombre	Fecha de modificación	Tipo	Tamaño
▼ Hoy			
■ mipmap-mdpi	20/10/2025 5:22 p.m.	Carpeta de archivos	
■ mipmap-xhdpi	20/10/2025 5:22 p.m.	Carpeta de archivos	
■ mipmap-xhdpi	20/10/2025 5:21 p.m.	Carpeta de archivos	
■ mipmap-hdpi	20/10/2025 5:20 p.m.	Carpeta de archivos	
▼ El mes pasado			
■ drawable	7/09/2025 6:48 p.m.	Carpeta de archivos	
■ drawable-v21	7/09/2025 6:48 p.m.	Carpeta de archivos	
■ mipmap-xxhdpi	7/09/2025 6:48 p.m.	Carpeta de archivos	
■ values	7/09/2025 6:48 p.m.	Carpeta de archivos	
■ values-night	7/09/2025 6:48 p.m.	Carpeta de archivos	

3. Debemos dar los permisos en Android para que la aplicación se conecte a internet. Vamos a la ruta “\android\app\src\main” editamos el archivo “AndroidManifest.xml” y agregamos la siguiente línea de código:

```
<uses-permission android:name="android.permission.INTERNET"/>
```



```

1  <manifest xmlns:android="http://schemas.android.com/apk/res/android">
2  |  <uses-permission android:name="android.permission.INTERNET"/>
3  |  <application
4  |      android:label="curso_flutter"
5  |      android:name="${applicationName}"
6  |      android:icon="@mipmap/ic_launcher">
7  |      <activity
8  |          android:name=".MainActivity"
9  |          android:exported="true"
10 |          android:launchMode="singleTop"
11 |          android:taskAffinity=""
12 |          android:theme="@style/LaunchTheme"
13 |          android:configChanges="orientation|keyboardHidden|keyboard|screenSize|smallestScreenSize|1
14 |          android:hardwareAccelerated="true"
15 |          android:windowSoftInputMode="adjustResize">

```

4. Luego ejecutamos el comando “flutter build apk”

```
PS C:\Users\danie\Downloads\talleres_flutter_moviles\Flutter_uceva\curso_flutter> flutter build apk
test_api 0.7.6 (0.7.7 available)
Got dependencies!
material_color_utilities 0.11.1 (0.13.0 available)
meta 1.16.0 (1.17.0 available)
test_api 0.7.6 (0.7.7 available)
material_color_utilities 0.11.1 (0.13.0 available)
meta 1.16.0 (1.17.0 available)
material_color_utilities 0.11.1 (0.13.0 available)
material_color_utilities 0.11.1 (0.13.0 available)
meta 1.16.0 (1.17.0 available)
test_api 0.7.6 (0.7.7 available)
Got dependencies!
6 packages have newer versions incompatible with dependency constraints.
Try 'flutter pub outdated' for more information.
Font asset "CupertinoIcons.ttf" was tree-shaken, reducing it from 257628 to 848 bytes (99.7% reduction). Tree-shaking can be disabled by providing the --no-tree-shake-icons flag when building your app.
Font asset "MaterialIcons-Regular.otf" was tree-shaken, reducing it from 1645184 to 3820 bytes (99.8% reduction). Tree-shaking can be disabled by providing the --no-tree-shake-icons flag when building your app.
Running Gradle task 'assembleRelease'... 146.4s
✓ Built build/app/outputs/flutter-apk/app-release.apk (48.4MB)
PS C:\Users\danie\Downloads\talleres_flutter_moviles\Flutter_uceva\curso_flutter>
```

Opción 2 para cambiar icono de la App. - Agregar el paquete “flutter_launcher_icons” en dev_dependencies: - flutter_launcher_icons: ^0.14.4

- En la carpeta assets guardamos el logo. Tamaño recomendado: 1024x1024 PNG.

- Configurar en el pubspec.yaml Agregar debajo de dependencias: flutter_launcher_icons:
image_path: "assets/images/icon-128x128.png" #ruta de la imagen

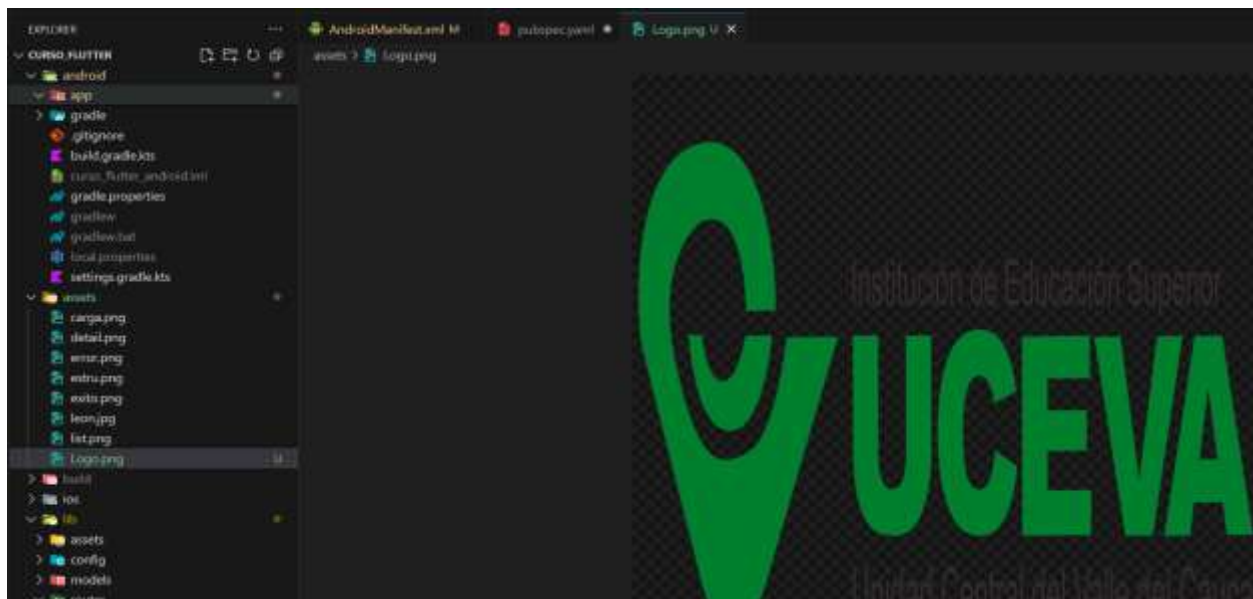
android: true

ios: true

```
dev_dependencies:
  flutter_test:
    sdk: flutter

# The "flutter_lints" package below contains a set of recommended lints to
# encourage good coding practices. The lint set provided by the package is
# activated in the `analysis_options.yaml` file located at the root of your
# package. See that file for information about deactivating specific lint
# rules and activating additional ones.
flutter_launcher_icons: ^0.14.4

flutter_launcher_icons:
  image_path: "assets/images/icon-128x128.png" #ruta de la imagen
  android: true
  ios: true
# For information on the generic Dart part of this file, see the
```



- Ejecuta flutter pub get
- Ejecuta dart run flutter_launcher_icons
- # (alternativa) flutter pub run flutter_launcher_icons
- Verifica que se generaron los mipmaps en android/app/src/main/res/

```
PS C:\Users\danie\Downloads\talleres flutter moviles\flutter uceva\curso_flutter> dart run flutter_launcher_icons
Building package executable... (11.7s)
Built flutter_launcher_icons:flutter_launcher_icons.

FLUTTER LAUNCHER ICONS (v0.14.4)

• Creating default icons Android
• Overwriting the default Android launcher icon with a new icon.

WARNING: Icons with alpha channel are not allowed in the Apple App Store.
Set "remove_alpha_ios: true" to remove it.

• Overwriting default iOS launcher icon with new icon.
No platform provided

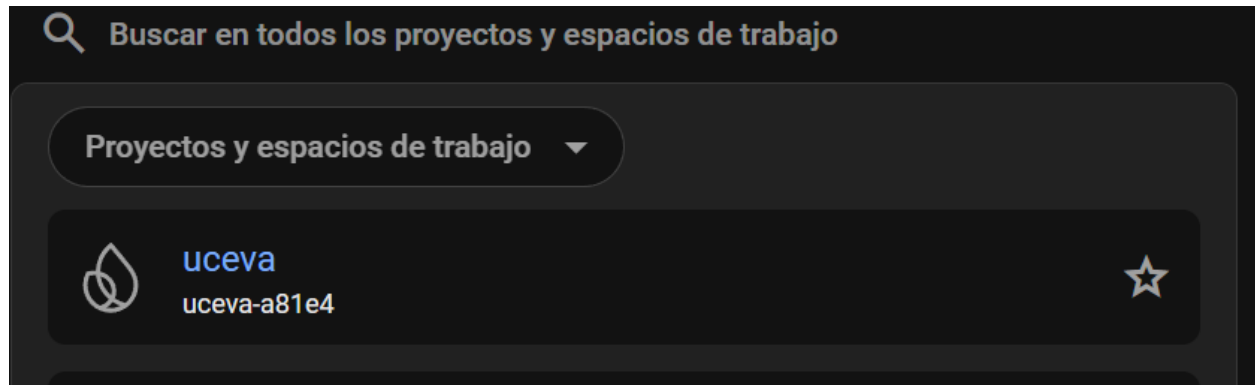
✓ Successfully generated launcher icons
PS C:\Users\danie\Downloads\talleres flutter moviles\flutter uceva\curso_flutter>
```

Ejecutar comando flutter build apk

```
PS C:\Users\danie\Downloads\talleres flutter moviles\flutter uceva\curso_flutter> flutter build apk
Font asset "CupertinoIcons.ttf" was tree-shaken, reducing it from 257628 to 848 bytes (99.7% reduction). Then building your app.
Font asset "MaterialIcons-Regular.otf" was tree-shaken, reducing it from 1645184 to 3820 bytes (99.8% reduction). Then building your app.
Running Gradle task 'assembleRelease'... 82,7s
✓ Built build\app\outputs\flutter-apk\app-release.apk (48.1MB)
PS C:\Users\danie\Downloads\talleres flutter moviles\flutter uceva\curso_flutter>
```

2) Configurar Firebase App Distribution

1. Crear/abrir su Proyecto en Firebase Console.



2. Registrar la app Android (usar su applicationId de app/build.gradle).

```
build.gradle.kts M X
android > app > build.gradle.kts
1  plugins {
2      id("com.android.application")
3      id("kotlin-android")
4      // The Flutter Gradle Plugin must be applied after the Android and Kotlin Gradle plugins.
5      id("dev.flutter.flutter-gradle-plugin")
6      id("com.google.gms.google-services")
7  }
8
9  dependencies {
10     // Import the Firebase BoM
11     implementation(platform("com.google.firebase:firebase-bom:34.4.0"))
12
13
14     // TODO: Add the dependencies for Firebase products you want to use
15     // When using the BoM, don't specify versions in Firebase dependencies
16     implementation("com.google.firebase:firebase-analytics")

```

Versiones (0) Correo electrónico de contacto ⓘ daniela.erazo01@uceva.edu.co ✎


🔍 Buscar versiones y notas

1.0.0 (1) ^

[🔗 Copiar](#) [⬇ Descargar](#) [🗑 Borrar](#)

1 Agregar verificadores — **2** Agregar notas de la versión (opcional)

👤+ Agregar verificadores o grupos

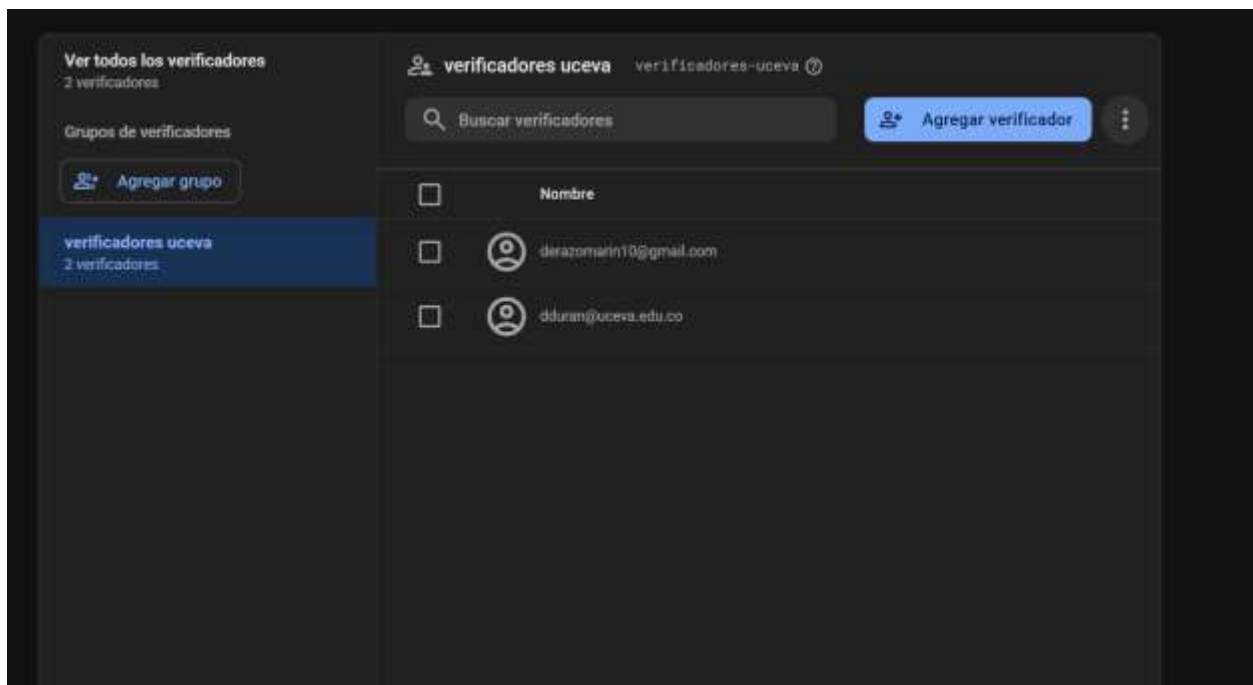
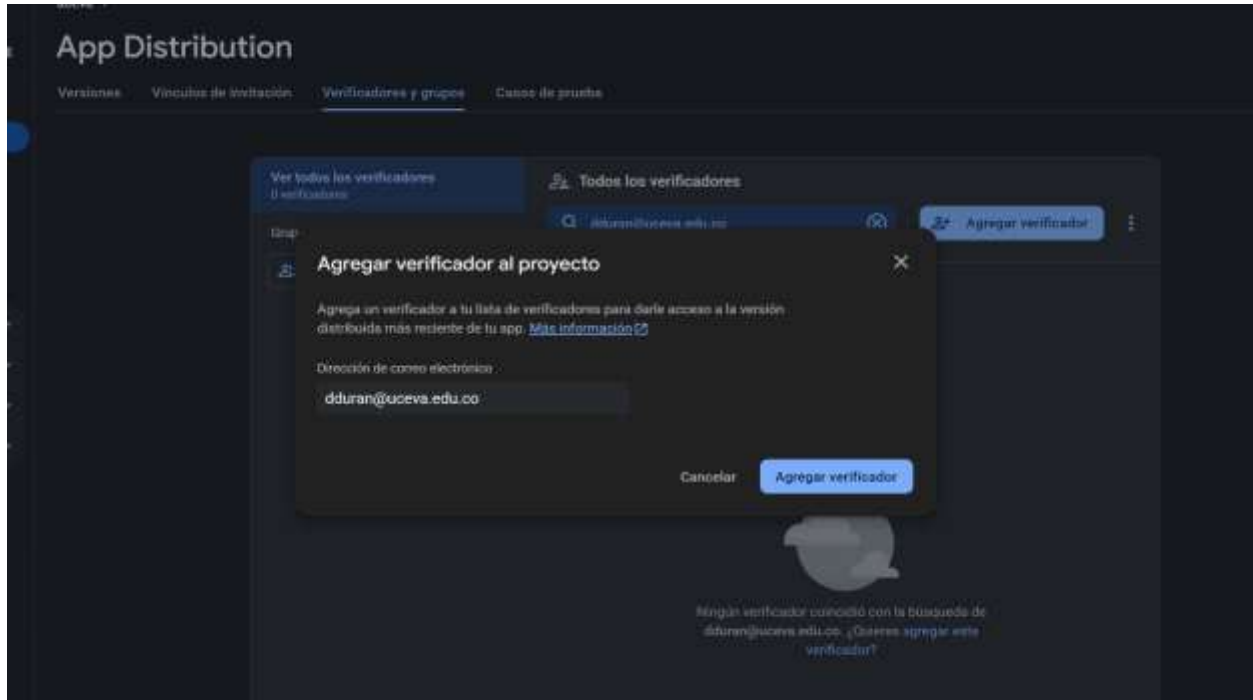


No se agregaron verificadores a esta actualización

[Siguiente](#)

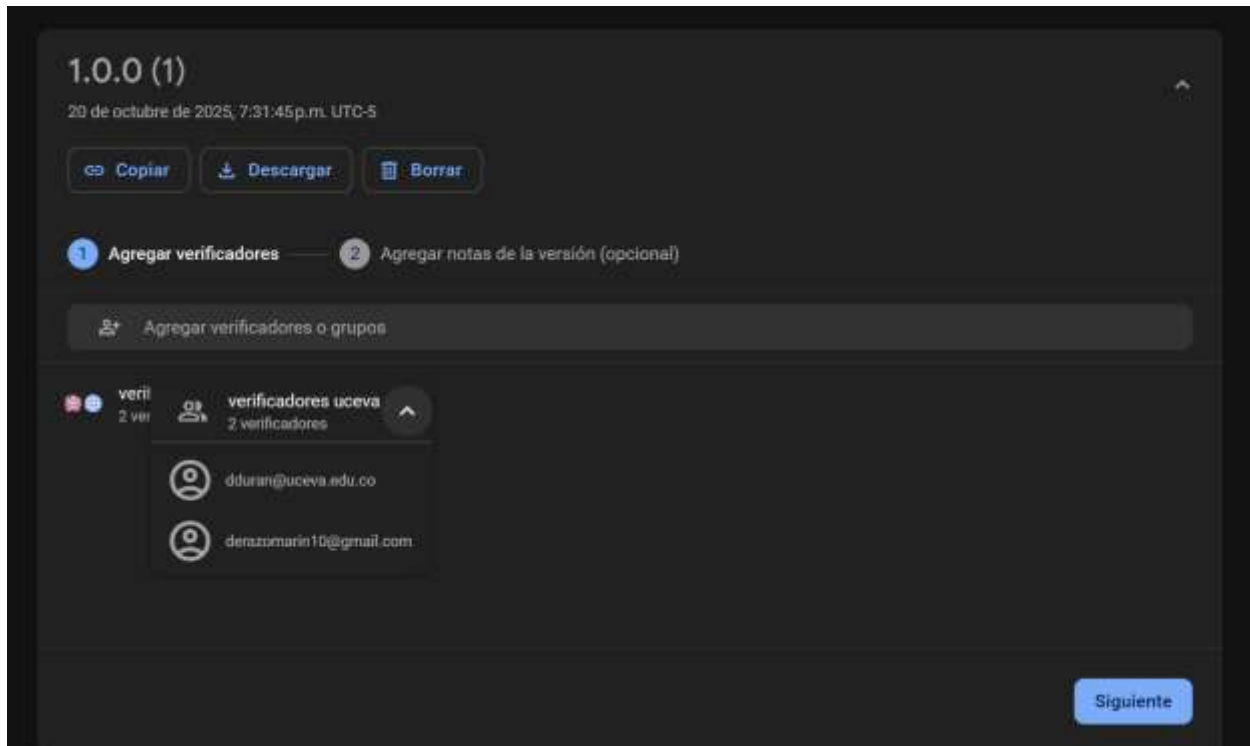
3. Ir a **App Distribution** → **Testers & Groups**:

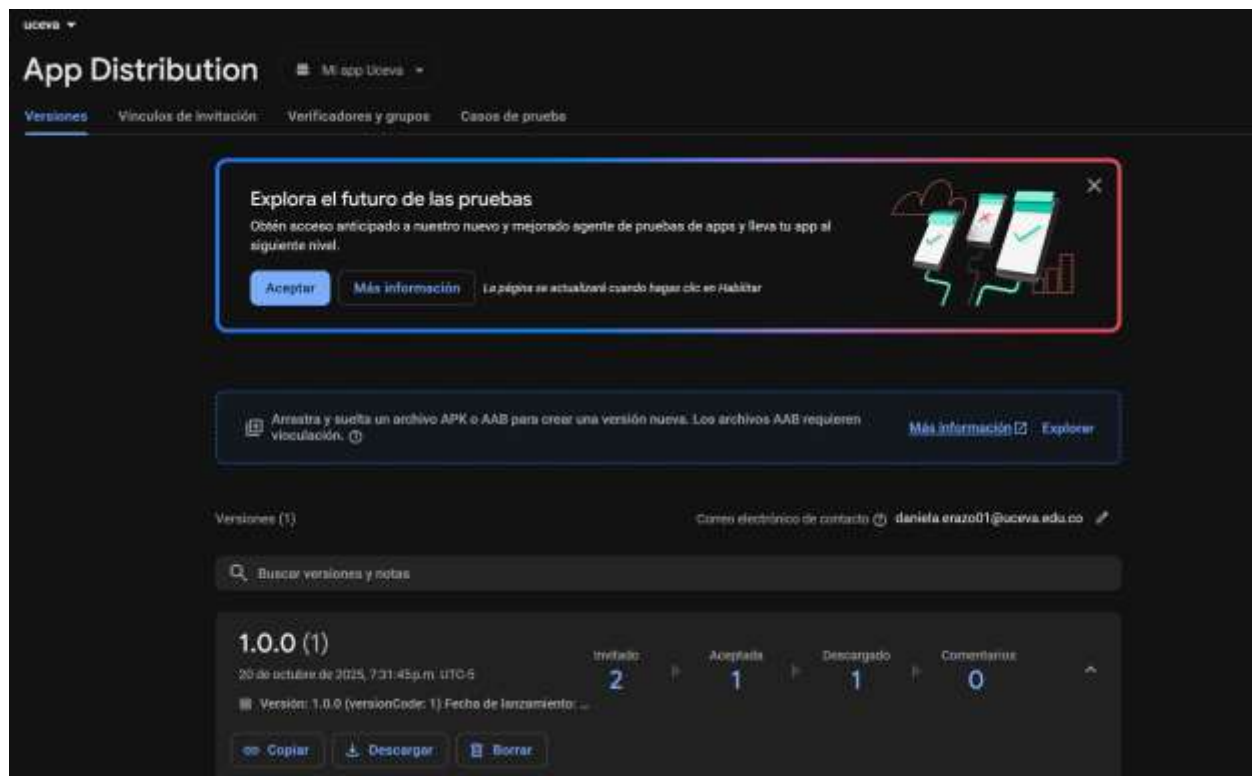
- Crear grupo QA_Clase (o similar).
- Agregar tester dduran@uceva.edu.co.



Ir a **Releases** y **Subir APK** (app-release.apk recomendado).

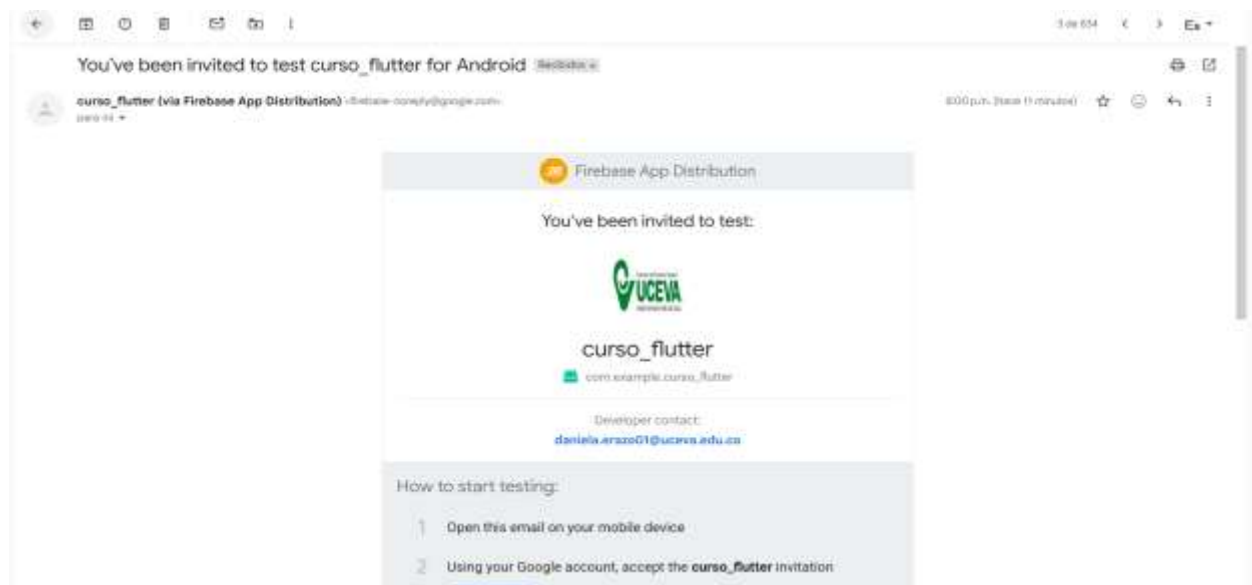
- Asignar al grupo QA_Clase.
- Incluir **Release Notes** claras (cambios, credenciales de prueba si aplica).
- Distribuir el release y copiar el **enlace de instalación**.



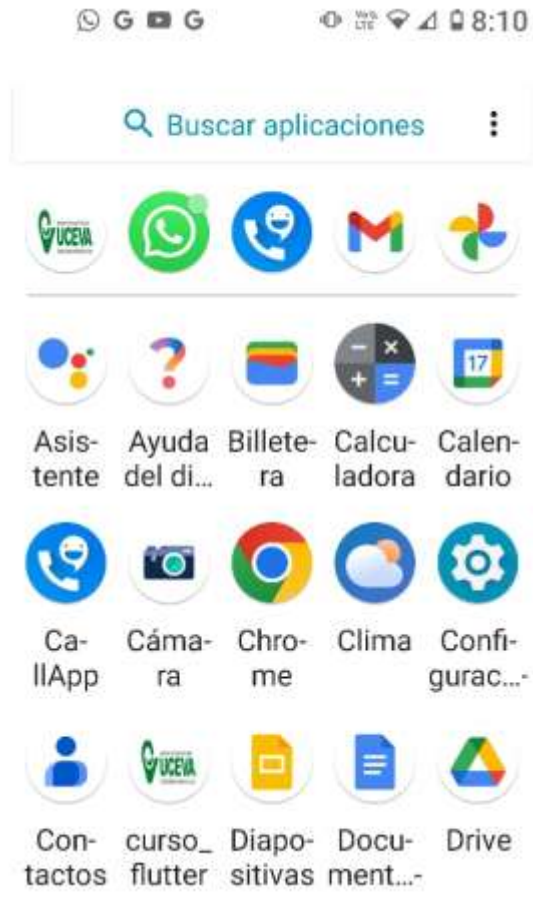


3) Evidencia de pruebas con testers

- Verificar que el tester reciba el correo de invitación y/o pueda instalar via enlace.



- Instalar en un dispositivo Android físico y ejecutar la app.



G

VoLTE 8:07



Dashboard Principal

Estudiante: DANIELA ERAZO
MARIN



mundo

Practica paso parametros

Ingrese un valor

Ir con Go











Ir con Push

Ir con Replace

G

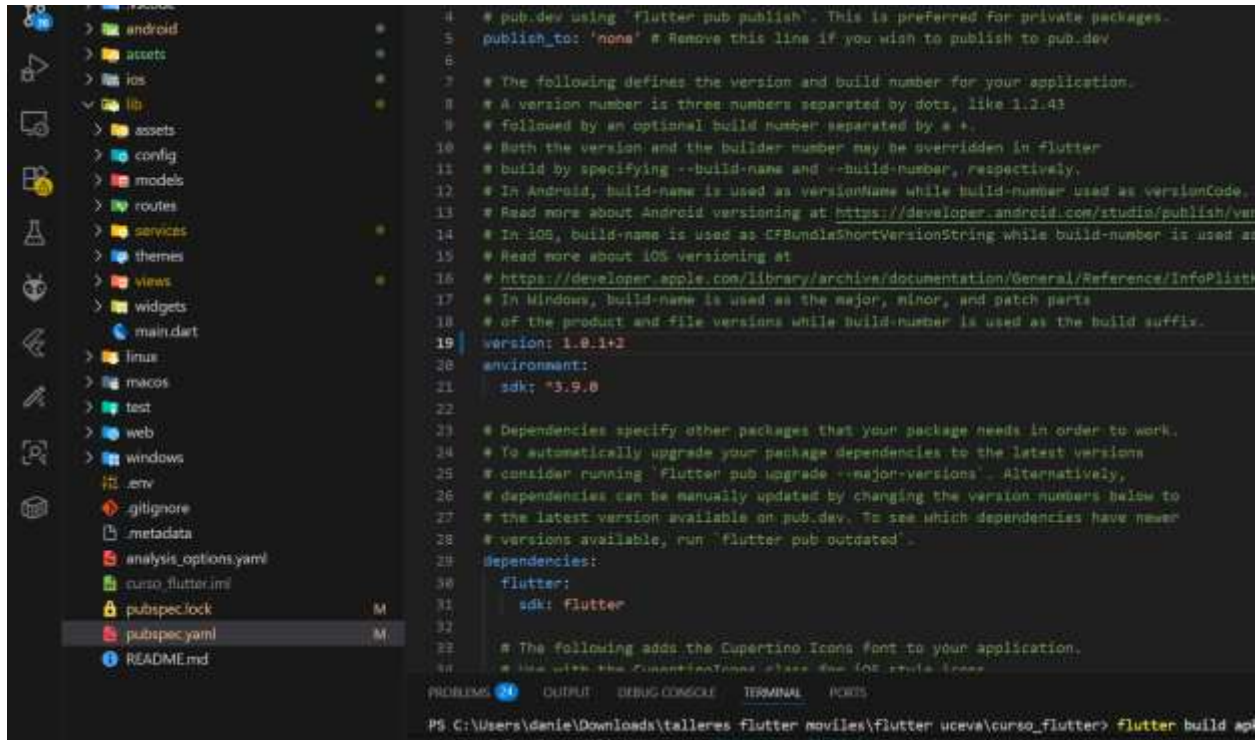
VoLTE 8:07

Menú

-  Inicio
-  Paso de Parámetros
-  Ciclo de Vida
-  Widgets Demo
-  Future
-  Isolate
-  TIMER
-  Pokemons
-  money
-  Meal

- Realizar **una actualización** (ej.: 1.0.0 → 1.0.1), volver a distribuir y evidenciar el flujo (antes/después en Releases).

Actualización de versión:



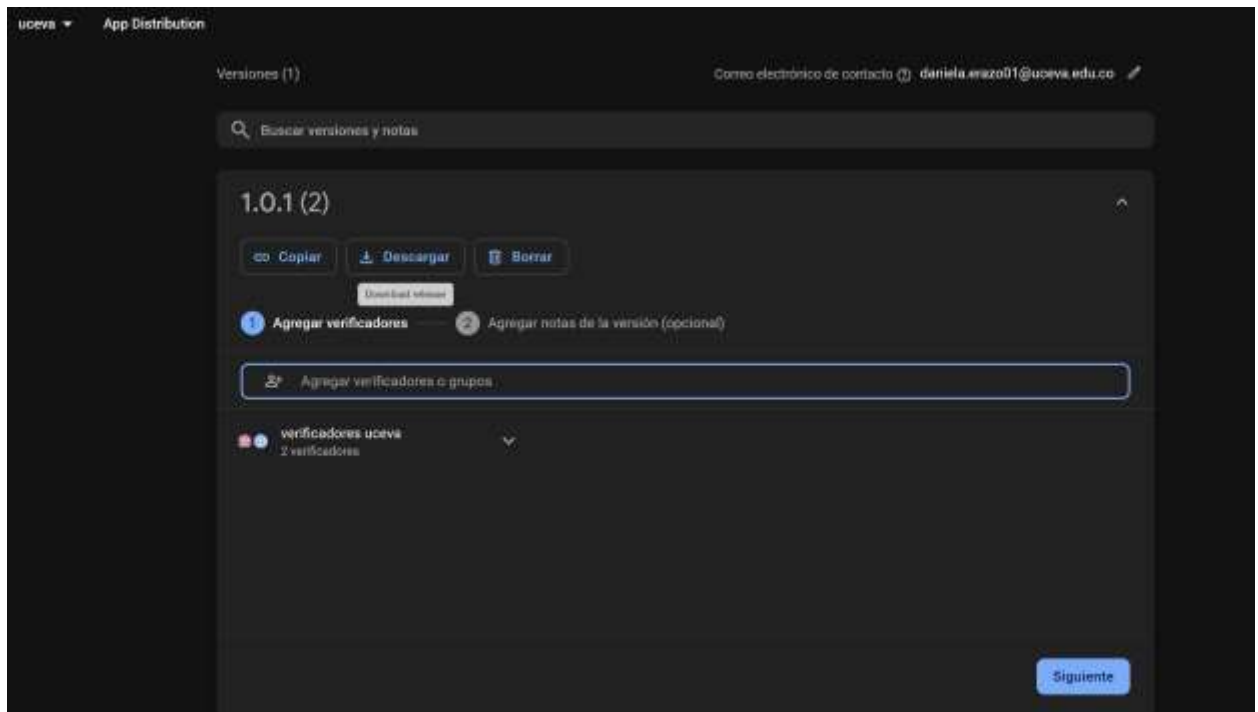
The screenshot shows an IDE with a file explorer on the left displaying a Flutter project structure. The main editor shows the `pubspec.yaml` file with the following content:

```

4  # pub.dev using 'flutter pub publish'. This is preferred for private packages.
5  publish_to: 'none' # Remove this line if you wish to publish to pub.dev
6
7  # The following defines the version and build number for your application.
8  # A version number is three numbers separated by dots, like 1.2.43
9  # followed by an optional build number separated by a +.
10 # Both the version and the build number may be overridden in flutter
11 # build by specifying --build-name and --build-number, respectively.
12 # In Android, build-name is used as versionName while build-number is used as versionCode.
13 # Read more about Android versioning at https://developer.android.com/studio/publish/versioning
14 # In iOS, build-name is used as CFBundleShortVersionString while build-number is used as
15 # Read more about iOS versioning at
16 # https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeys/Chapters/AppVersioning.html
17 # In Windows, build-name is used as the major, minor, and patch parts
18 # of the product and file versions while build-number is used as the build suffix.
19 version: 1.0.1+2
20
21 environment:
22   sdk: "3.9.0"
23
24 # Dependencies specify other packages that your package needs in order to work.
25 # To automatically upgrade your package dependencies to the latest versions
26 # consider running 'flutter pub upgrade --major-versions'. Alternatively,
27 # dependencies can be manually updated by changing the version numbers below to
28 # the latest version available on pub.dev. To see which dependencies have newer
29 # versions available, run 'flutter pub outdated'.
30 dependencies:
31   flutter:
32     sdk: flutter
33
34 # The following adds the Cupertino Icons font to your application.
35 # Use with the CupertinoIcons class for iOS style icons.

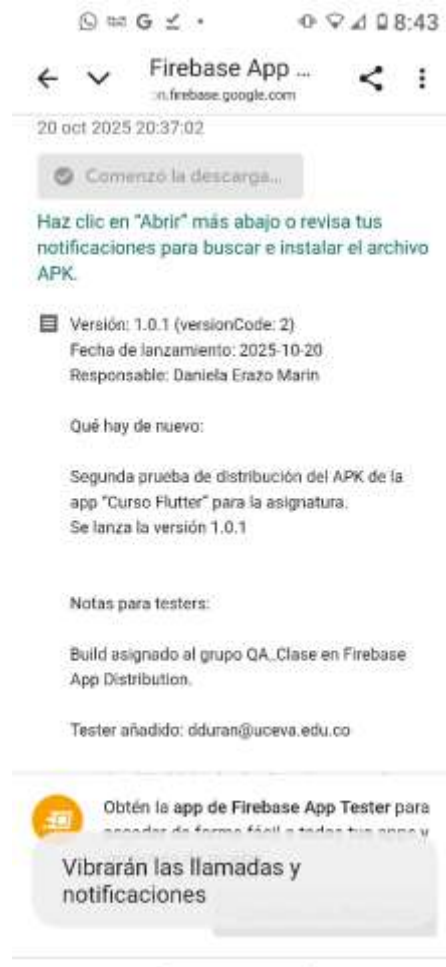
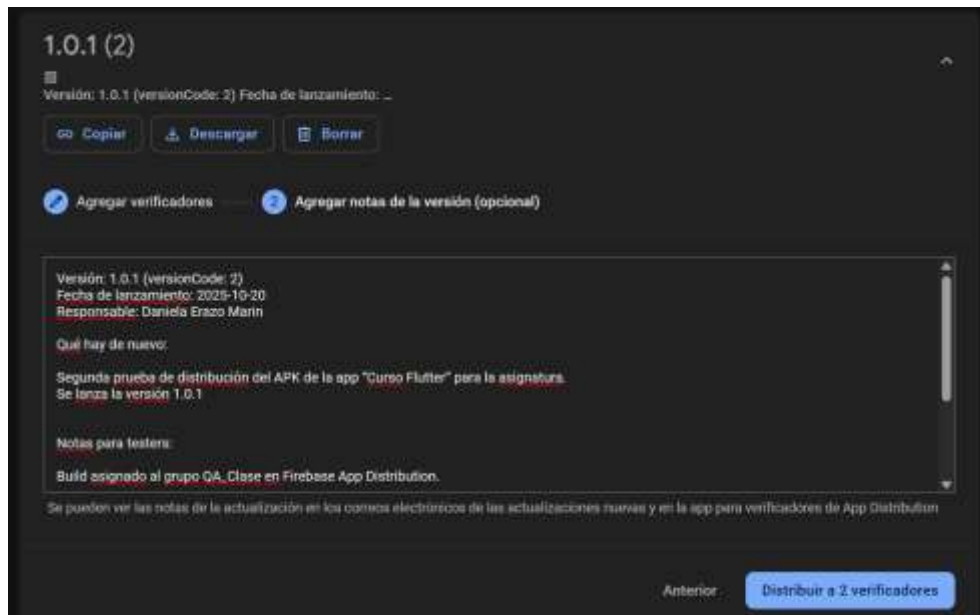
```

The terminal at the bottom shows the command `flutter build apk` being executed.



The screenshot shows the "App Distribution" page for version 1.0.1 (2). The page includes a search bar, a "Copiar" button, a "Descargar" button, and a "Borrar" button. Below these buttons is a "Download release" button. The page also features a section for "Agregar verificadores" and "Agregar notas de la versión (opcional)". A search bar for "Agregar verificadores o grupos" is present. The list of verifiers shows "verificadores uceva" with 2 verifiers. A "Siguiente" button is located at the bottom right.

Release Notes:



Se descargo la actualización:

8:56

← Todas las versiones



curso_flutter

com.example.curso_flutter

Se instaló la versión 1.0.1
(2)

Contacto: [daniela
.erazo01@uceva.edu.co](mailto:daniela.erazo01@uceva.edu.co)

1.0.1 (2)

Instalada

oct. 20, 2025 en 8:37 p. m. • 51.07 MB

Abrir



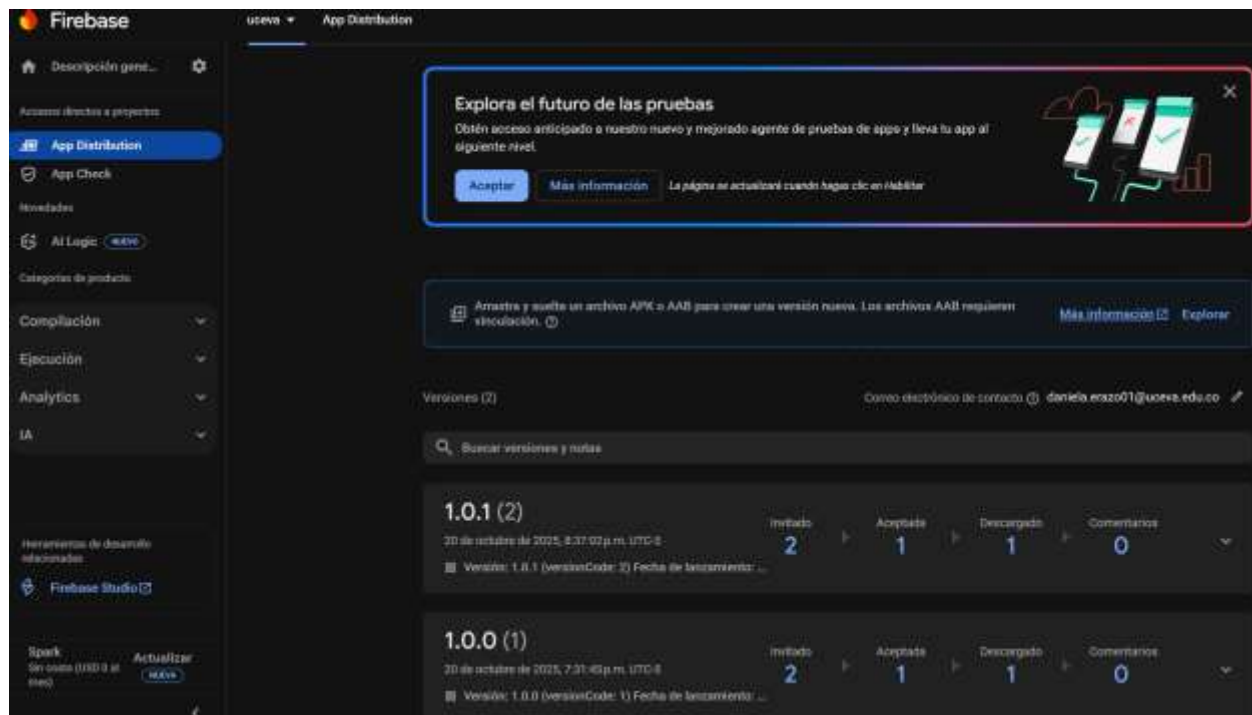
Versión: 1.0.1 (versionCode: 2)
Fecha de lanzamiento: 2025-10-20
Responsable: Daniela Erazo Marin

Qué hay de nuevo:

Segunda prueba de distribución del
APK de la app "Curso Flutter" para la

Vibrarán las llamadas y
notificaciones

Después en Releases (se pueden ser las versiones) :



Readme:

