App name - GoGrocer User App
App package name- com.gogroceruser.app
Technology - Flutter (Cross - Platform)

Installation Guide

- To install and setup Flutter follow the steps [here](#)
- To setup Flutter with VSCode follow the steps [here](#)
- Run following command in the Visual Studio Code Terminal
    1. flutter create -i swift -a java GoGrocer User App
    2. cd GoGrocer User App
    3. flutter clean
    4. flutter run
- To generate apk
    1. flutter clean
    2. flutter build apk --release

To add new language
Follow the below steps

1. Create new file on given path (lib \ l10n) with file extension **.arb**
   For eg : for english language, create file as **app_en.arb**

2. Mention the language code in l10n.dart (lib \ l10n \ l10n.dart)
    For eg : for english language, **const Local('en')**

3. Add key, value and description for the text.
    For eg :
          "lbl_login" : "Login",
                "@lbl_login":{
                        "description": "Login"
                },

4. To access the text from the .arb file, do the following practice as shown below :
   AppLocalizations.of(context).lbl_login

To setup firebase

To setup firebase and integrate with the app click [here](#)

To change base url

lib/models/businessLayer/global.dart

```
String baseUrl = 'https://thecodecafe.1n/gogrocer_plus/ap1/';
```
BaseUrl

To change package name in Android

android/app/src/main/AndoidManifest.xml

```
android > app > src > main > AndroidManifest.xml
1    <manifest xmlns:android="http://schemas.android.com/apk/res/android"
2        package="com.gogroceruser.app">
3        <uses-permission android:name= android.permission.QUERY_ALL_PACKAGES"/>
4        <uses-permission android:name="android.permission.INTERNET"/>
5        <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
6        <uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />
7        <uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION" />
```

android/app/src/debug/AndoidManifest.xml

```
android > app > src > debug > AndroidManifest.xml
1    <manifest xmlns:android="http://schemas.android.com/apk/res/android"
2        package="com.gogroceruser.app">
3        <!-- Flutter needs it to communicate with the running application
4             to allow setting breakpoints, to provide hot reload, etc.
5        -->
6        <uses-permission android:name="android.permission.INTERNET"/>
7    </manifest>
```

android/app/src/profile/AndoidManifest.xml

```
android > app > src > profile > AndroidManifest.xml
1    <manifest xmlns:android="http://schemas.android.com/apk/res/android"
2        package="com.gogroceruser.app">
3        <!-- Flutter needs it to communicate with the running application
4             to allow setting breakpoints, to provide hot reload, etc.
5        -->
6        <uses-permission android:name="android.permission.INTERNET"/>
7    </manifest>
```

android/app/build.gradle

```
android > app > 🐦 build.gradle
25    apply from: "$flutterRoot/packages/flutter_tools/gradle/flutter.gradle"
26    apply plugin: 'com.google.gms.google-services'
27
28    android {
29        compileSdkVersion 31
30
31        defaultConfig {
32            // TODO: Specify your own unique Application ID (https://developer.android.com/studio/build/appl
33            applicationId "com.gogroceruser.app"
34            minSdkVersion 20
35            targetSdkVersion 31
36            multiDexEnabled true
37            versionCode flutterVersionCode.toInteger()
38            versionName flutterVersionName
39        }
40
```

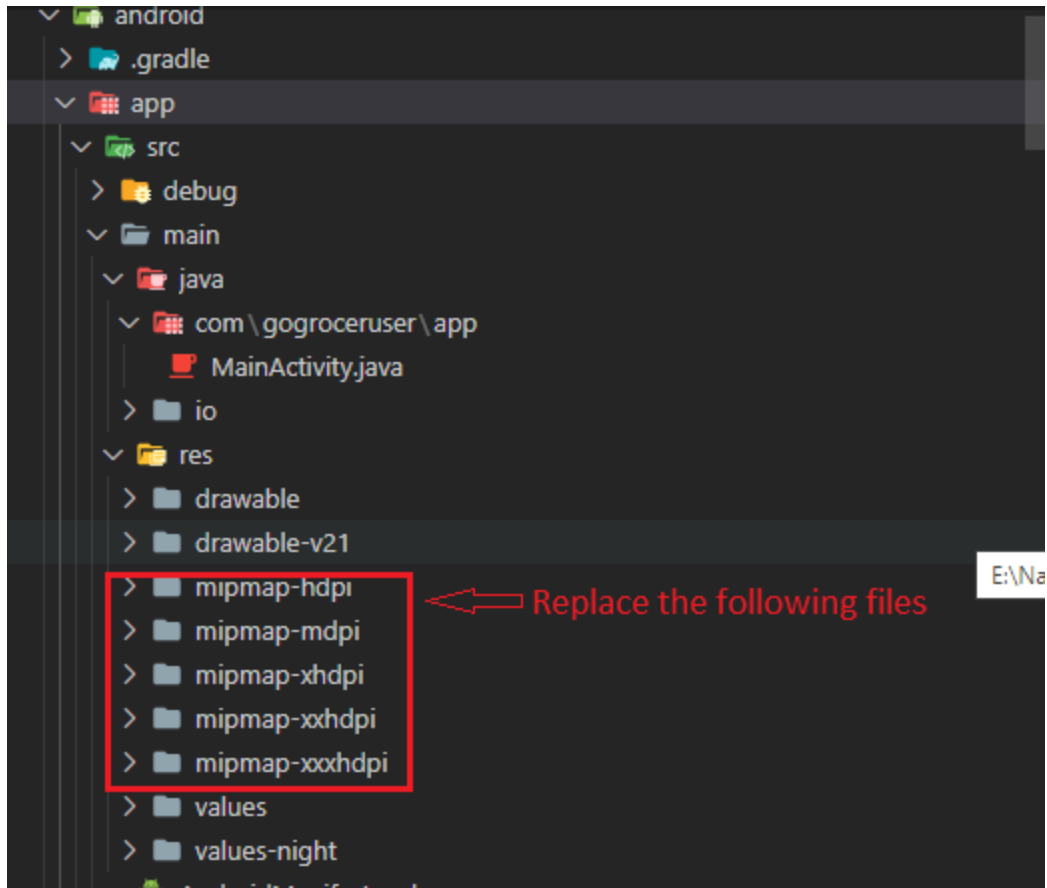## android/app/src/main/java/com/gogroceruser/app/MainActivity.java

```
android > app > src > main > java > com > gogroceruser > app > ☕ MainActivity.java
1    package com.gogroceruser.app;
2    import io.flutter.embedding.android.FlutterActivity;
3
4    public class MainActivity extends FlutterActivity {
5    }
6
7
```

To change app icon in Android

1.Generate icon for android and ios from website app icon generator.,click https://appicon.co/

2. Replace the following files with the files generated from the above step:

Google Map Api Key

If new api key is generated from the google map console then do the following changes

android/app/src/main/AndroidManifest.xml

```
android > app > src > main > 🤖 AndroidManifest.xml
    9      <application
   10          android:label="@string/app_name"
   11          android:icon="@mipmap/ic_launcher"
   12          android:roundIcon="@mipmap/ic_launcher"
   13          android:usesCleartextTraffic="true">
   14          <meta-data android:name="com.facebook.sdk.ApplicationId" android:value="@string/facebook_app_id"/>
   15          <meta-data android:name="com.google.android.geo.API_KEY"
   16              android:value="AIzaSyCg2TgAntTIaYHAhKS3JEaOzwtjO8Y7iaA"/>   <= Replace this key
   17          <!-- <meta-data
   18              android:name="com.google.firebase.messaging.default_notification_icon"
   19              android:resource="@mipmap/ic_notification" /> -->
   20          <activity
   21          android:name="com.facebook.FacebookActivity"
   22          android:configChanges="keyboard|keyboardHidden|screenLayout|screenSize|orientation"
   23          android:label="@string/app_name" />
   24          <activity
   25          android:name="com.facebook.CustomTabActivity"
   26          android:exported="true">
```

Also, download latest google-services.json and replace this file with android/app/goolge-services.json

How to build app in Android

1) Go to terminal and write command flutter clean
2) Write command flutter build apk

How to change package name in Ios

Two way to do this:
1) Using vscode
i) Go to ios/Runner/info.plist
ii) Change string of key CFBundleIdentifier

```
ios > Runner > 🔒 Info.plist
  1     <?xml version="1.0" encoding="UTF-8"?>
  2     <!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-
  3     <plist version="1.0">
  4     <dict>
  5         <key>CFBundleDevelopmentRegion</key>
  6         <string>$(DEVELOPMENT_LANGUAGE)</string>
  7         <key>CFBundleDisplayName</key>
  8         <string>GoGrocer</string>
  9         <key>CFBundleExecutable</key>
 10         <string>$(EXECUTABLE_NAME)</string>
 11         <key>CFBundleIdentifier</key>
 12         <string>$(PRODUCT_BUNDLE_IDENTIFIER)</string>
 13         <key>CFBundleInfoDictionaryVersion</key>
 14         <string>6.0</string>
 15         <key>CFBundleName</key>
 16         <string>grocery_onlineapp</string>
 17         <key>CFBundlePackageType</key>
 18         <string>APPL</string>
 19         <key>CFBundleShortVersionString</key>
 20         <string>$(FLUTTER_BUILD_NAME)</string>
```
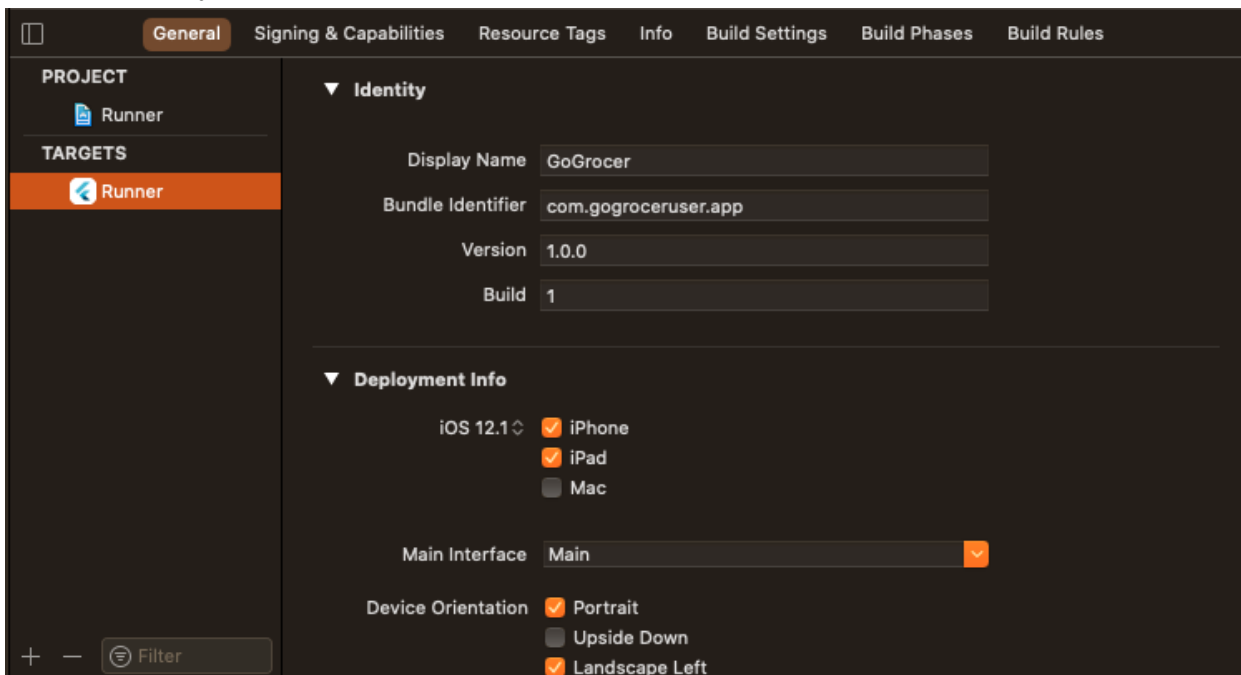
2) Using xcode

i).Open your iOS folder in Xcode using Control + Mouse click on iOS folder

ii).Choose Open in Xcode Option

iii).Click on folder icon left side on Xcode window

iv).Select Runner.

v).Select Target runner
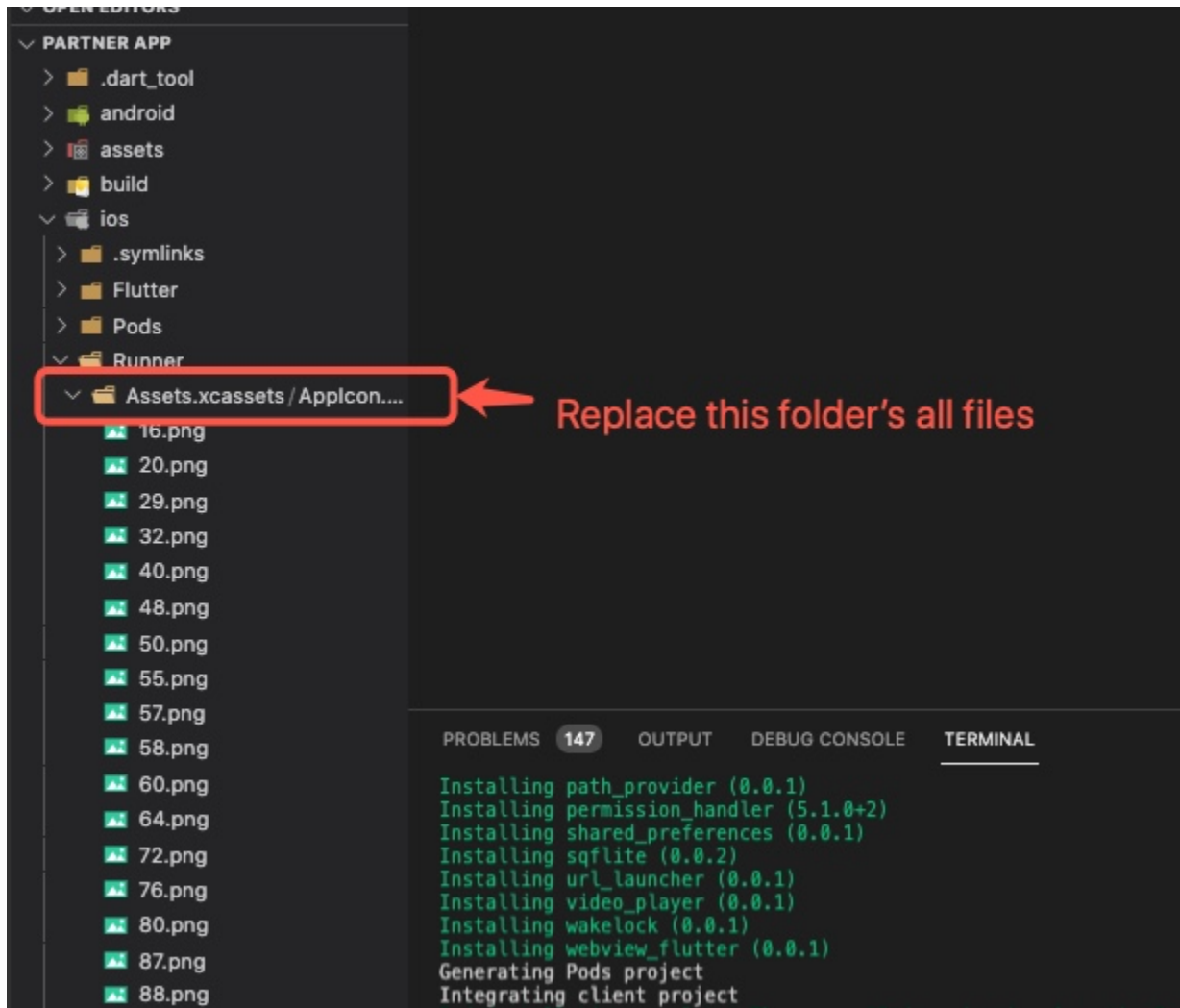
vi).Go to identity

vii).Change Bundle Identifier

How to change app icon in Ios

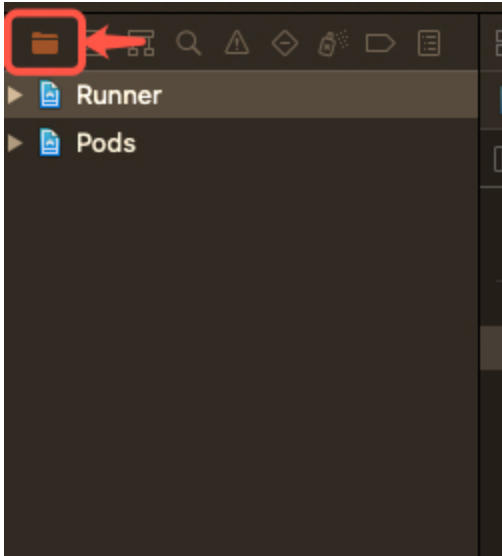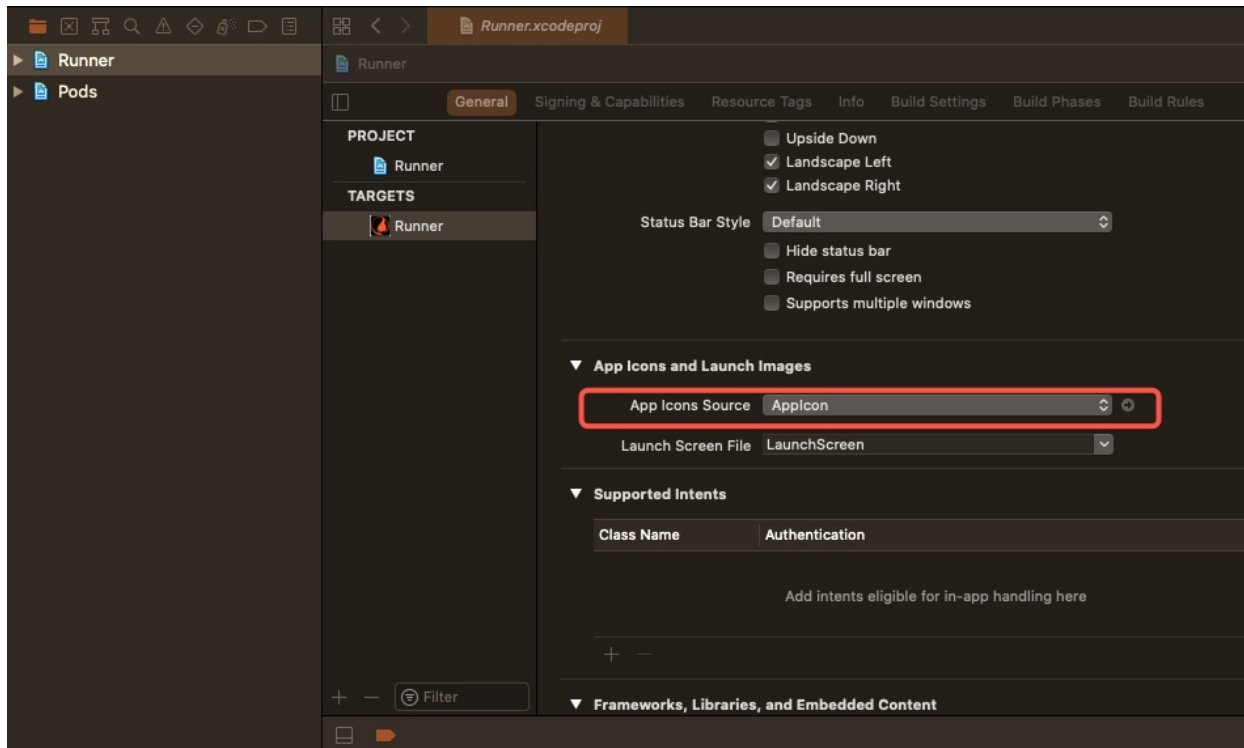Two way to do this :

1.Using Replace "Assets.xcassets" folder. :--

i) Generate icons for android and ios from website app icon generator.,click https://appicon.co/

ii) Replace the following files with the files generated from the above step:

ios/Runner

2. Using xcode:

1.Open your iOS folder in Xcode using Control + Mouse click on iOS folder

2.Choose Open in Xcode Option

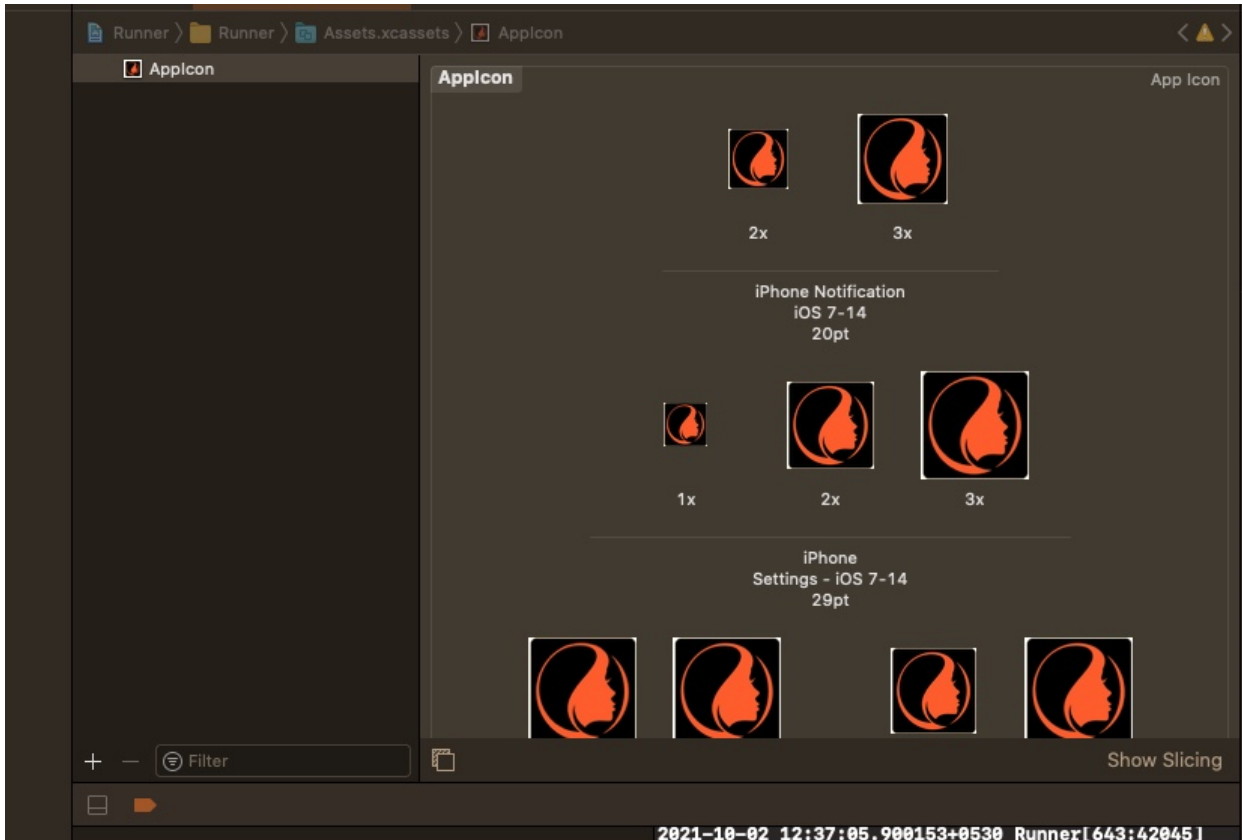3.Click on folder icon left side on Xcode window

4.Select Runner.

5.Select Target runner

6.Go to App Icons And Launch Images

7.Click the right arrow button of app icons source.
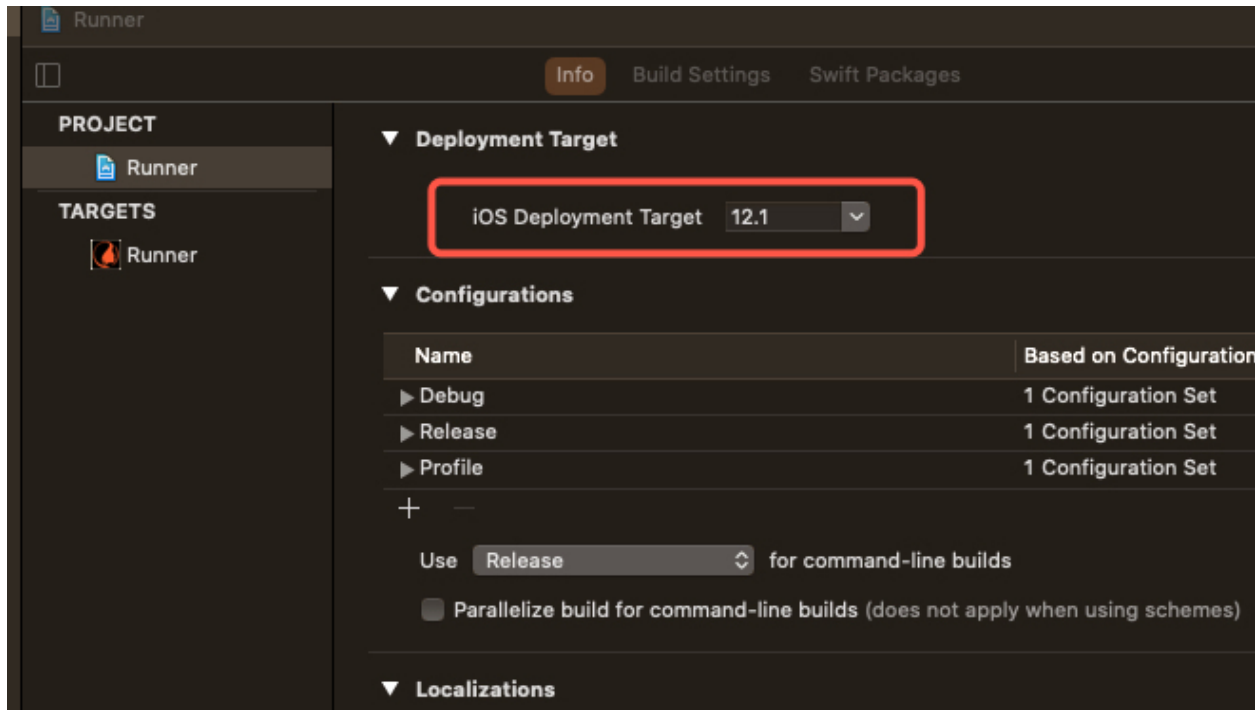

8.Replace all the icon according their size

How to run app in Android

1) Go to terminal and write command flutter clean
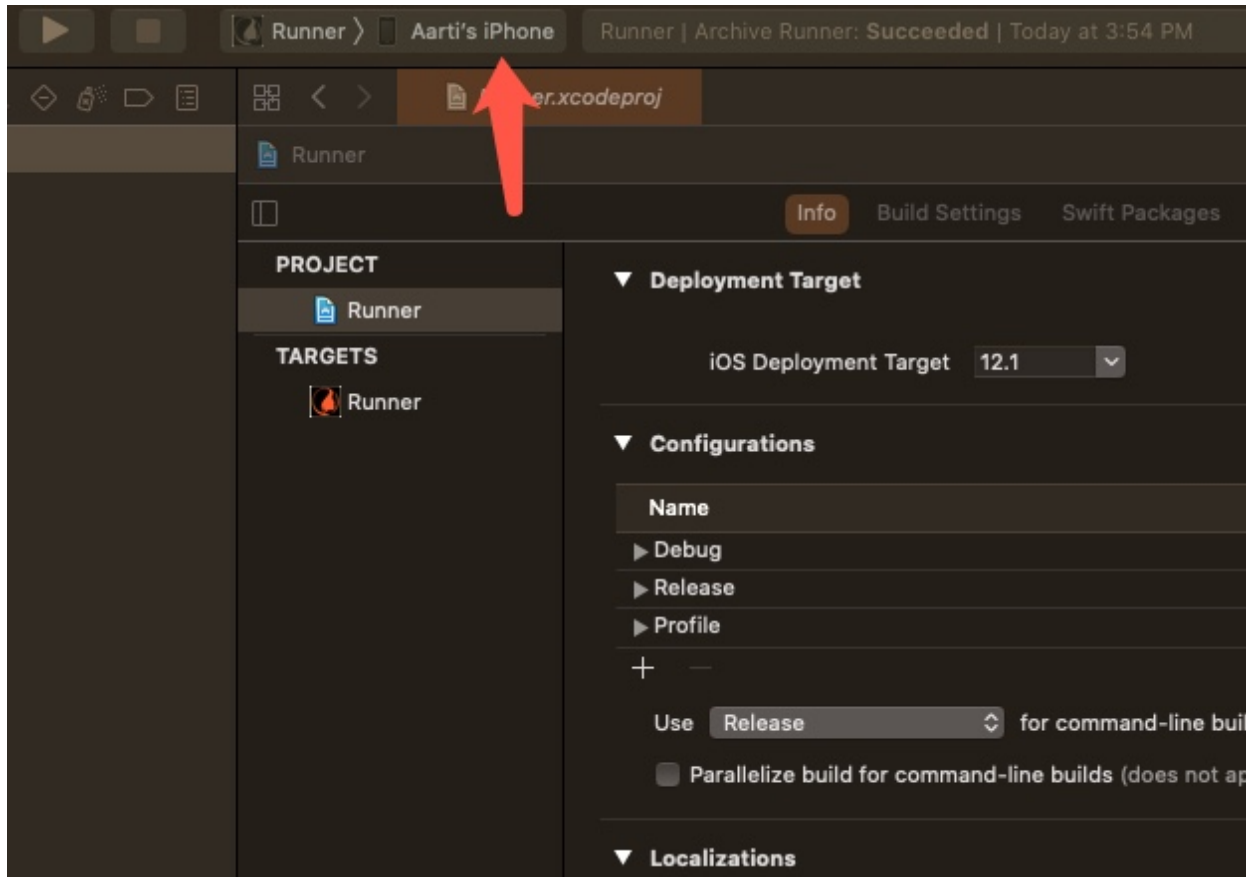2) Write command flutter build apk

How to run app in Ios

Two ways to do this
1) Using vscode
- Press fn+f5
2) Using xcode
1.Go to terminal
2.Flutter clean
3.Flutter pub get
4.Open your iOS folder in Xcode using Control + Mouse click on iOS folder
5.Choose Open in Xcode Option
6.Click on folder icon left side on Xcode window
7.Select Runner.
8.Select Project runner
9.Set your iOS deployment target(above 12) according your packages

10.Go to vs code terminal

11.Go to iOS folder using command cd iOS

12 Write command pod install

13.Go to Xcode

14.Select device

15.Click play button

To Generate Keystore.jks file

1. Find the Keytools where java home is installed (keytool is located in JDK bin directory ($JAVA_HOME/bin). JAVA_HOME is your JDK installation directory. To use that command line you should also include $JAVA_HOME/bin to your PATH environment variable)
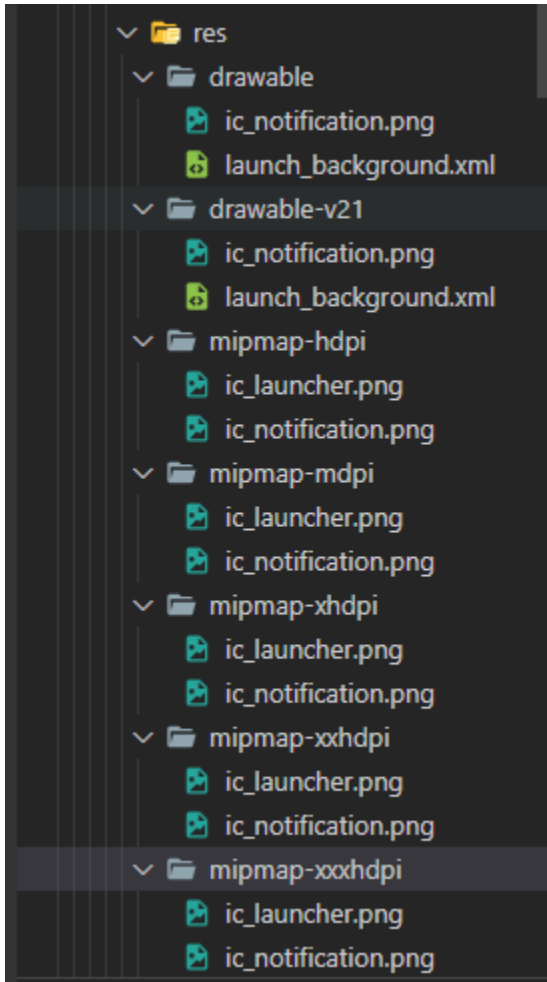2. Follow the path and open command prompt
3. Run this command

   "keytool -genkey -v -keystore "path to store the generated file" -storetype JKS -keyalg RSA -keysize 2048 -validity 10000 -alias keystore"

   For eg
   "keytool -genkey -v -keystore "D:\Native Software\GoGrocer\keystore.jks"   -storetype JKS -keyalg RSA -keysize 2048 -validity 10000 -alias keystore"

To Notification icon

1. **android/app/src/main/res/**

2. Replace the **ic_notification.png** with the new image