PREREQUISITES

Software Requirements:

   Platform Requirements:

•   Flutter SDK: Install Flutter for cross-platform app development.

•   Dart Programming Language: Utilize Dart for coding the application logic.

•   Integrated Development Environment (IDE): Use preferred IDEs such as Visual Studio Code or IntelliJ IDEA for coding and debugging.
•   Version Control System: Utilize Git for version control to manage codebase changes effectively.

   Flutter Packages:

•   provider: For state management within the application.

•   sqlite: For local storage and database operations.

•   http: For making HTTP requests to fetch data from remote servers.

•   flutter_local_notifications: For displaying local notifications to users.

•   charts_flutter: For visualizing data using charts.

•   camera: For integrating camera functionality if required.

•   path_provider: For accessing filesystem paths.

•   intl: For internationalization and localization support.

•   shared_preferences: For storing simple   data in   key-value   pairs persistently.

- flutter_spinkit: For displaying loading spinners orindicators. <u>Firebase Integration:</u>

  - Firebase Account: Set up a Firebase account to utilize Firebase services for various functionalities like real-time database, authentication, cloud messaging, etc.

Hardware Requirements:

<u>Computer</u>

- Processor: Intel i3/i5/i7/i9 or equivalent AMD Processor.

- Memory: 4GB RAM minimum, 8 GB or more recommended.

- Disk Space: Minimum of 5 GB free disk space, SSD preferred.

- Operating System: Windows (7 SP1 or later), macOS, or Linux.

<u>Mobile Devices (for testing)</u>

- iOS: iPhone or iPad running the latest iOS version.

- Android: Android phone or tablet with a recent Android version.