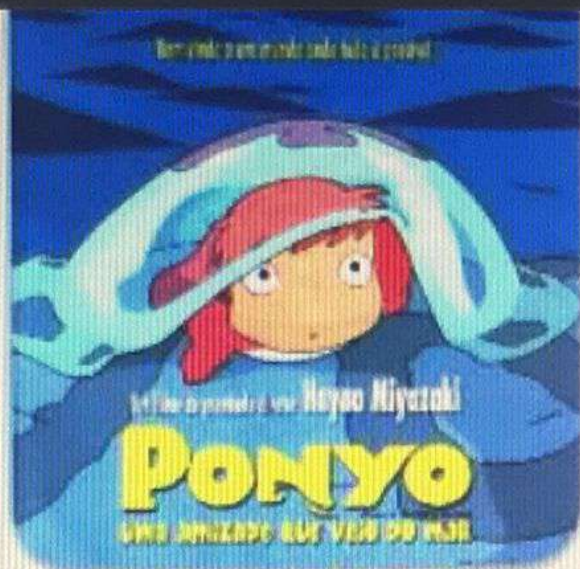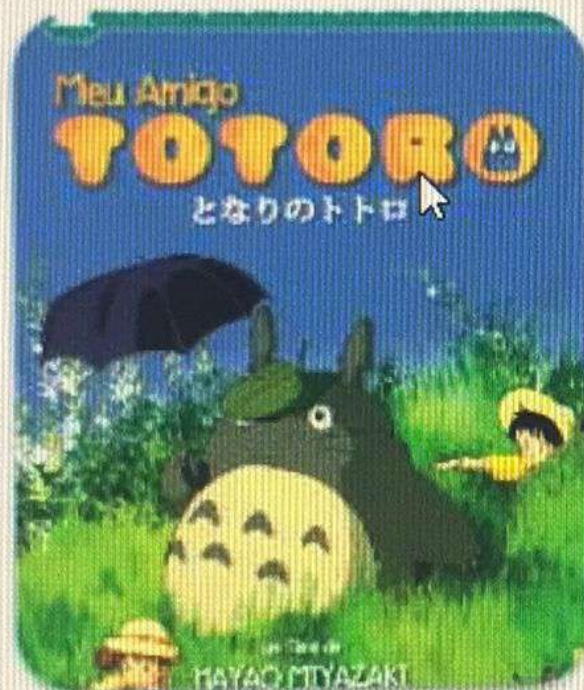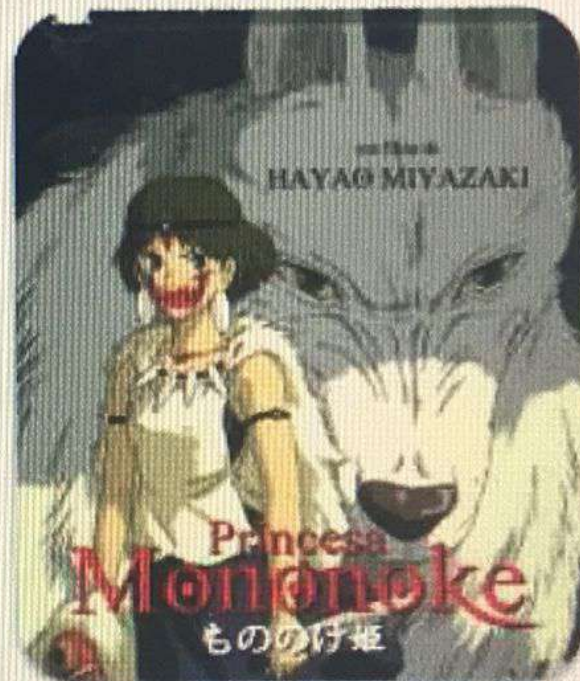A Viagem de Chihiro

Ponyo
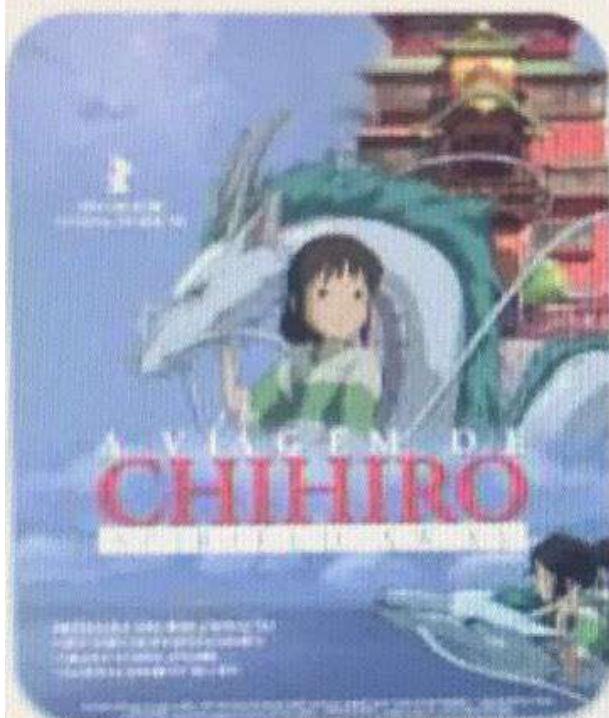

Meu Amigo Totoro

Princesa Mononoke

A Viagem de Chihiro

Ponyo

Meu Amigo Totoro

Princesa Mononoke

```yaml
      flutter_test.
41        sdk: flutter
42
43     # The "flutter_lints" package below contains a set of recommended lints to
44     # encourage good coding practices. The lint set provided by the package is
45     # activated in the `analysis_options.yaml` file located at the root of your
46     # package. See that file for information about deactivating specific lint
47     # rules and activating additional ones.
48     flutter_lints: ^2.0.0
49
50   # For information on the generic Dart part of this file, see the
51   # following page: https://dart.dev/tools/pub/pubspec
52
53   # The following section is specific to Flutter packages.
54   flutter:
55
56     # The following line ensures that the Material Icons font is
57     # included with your application, so that you can use the icons in
58     # the material Icons class.
59     uses-material-design: true
60
61     # To add assets to your application, add an assets section, like this:
62     # assets:
63     #   - images/a_dot_burr.jpeg
64     #   - images/a_dot_ham.jpeg
65     # An image asset can refer to one or more resolution-specific "variants", see
        #   .../assets-and-images/#resolution-aware
```

```yaml
environment:
  sdk: ">=2.17.6 <3.0.0"


# Dependencies specify other packages that your package needs in order to work.
# To automatically upgrade your package dependencies to the latest versions
# consider running `flutter pub upgrade --major-versions`. Alternatively,
# dependencies can be manually updated by changing the version numbers below to
# the latest version available on pub.dev. To see which dependencies have newer
# versions available, run `flutter pub outdated`.
dependencies:
  flutter:
    sdk: flutter


  # The following adds the Cupertino Icons font to your application.
  # Use with the CupertinoIcons class for iOS style icons.
  cupertino_icons: ^1.0.2
  http: ^0.13.5

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
  #      that file for information about deactivating specific lint
  #          ones.
```

```yaml
name: obtendo_dados_com_flutter_http
description: A new Flutter project.

# The following line prevents the package from being accidentally published to
# pub.dev using `flutter pub publish`. This is preferred for private packages.
publish_to: 'none' # Remove this line if you wish to publish to pub.dev

# The following defines the version and build number for your application.
# A version number is three numbers separated by dots, like 1.2.43
# followed by an optional build number separated by a +.
# Both the version and the builder number may be overridden in flutter
# build by specifying --build-name and --build-number, respectively.
# In Android, build-name is used as versionName while build-number used as versionCode.
# Read more about Android versioning at https://developer.android.com/studio/publish/versioning
# In iOS, build-name is used as CFBundleShortVersionString while build-number used as CFBundleV
# Read more about iOS versioning at
# https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyRefer
version: 1.0.0+1

environment:
  sdk: ">=2.17.6 <3.0.0"

# Dependencies specify other packages that your package needs in order to work.
# To automatically upgrade your package dependencies to the latest versions
# consider running `flutter pub upgrade --major-versions`. Alternatively,
# dependencies can be manually updated by changing the version numbers below to
#                      on pub.dev. To see which dependencies have newer
```