CABWIND - CAB BOOKING
DRIVER APP UI IN FLUTTER V1.0
Fabulous UI in Flutter

Created: **05/04/2023**
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A) Basic Information

- **Flutter Version** - 3.10.1
- **Dart Version** - 2.23.1
- **Install Flutter** - See guide according to your operating system.
    - **Windows**- https://flutter.dev/docs/get-started/install/windows
    - **macOS**- https://flutter.dev/docs/get-started/install/macos
    - **Linux**- https://flutter.dev/docs/get-started/install/linux

- **Set up an editor** - https://flutter.dev/docs/get-started/editor
- **Build Our App** - Open **rc_fl_cabwind_driver** folder on your selected IDE (Android Studio or VSCode). Run **flutter pub get**. Then follow below guide.
    - https://flutter.dev/docs/get-started/test-drive **Run the App** Section

- **Change App Icon**- https://pub.dev/packages/flutter_launcher_icons
- **Change Package Name**- https://stackoverflow.com/questions/51534616/how-to-change-package-name-in-flutter
- **Build & Release Android App**- https://flutter.dev/docs/deployment/android

B) Directories & File Uses

Our Design uses only assets & lib folder. So, don't touch any other folder for ui changes.

- **assets(Folder)** - Put all Static images, fonts & other data (in Our Case images & json file) in this folder

.idea	26-05-2023 14:34	File folder	
android	26-05-2023 14:34	File folder	
assets	26-05-2023 14:34	File folder	
fonts	26-05-2023 14:34	File folder	
ios	26-05-2023 14:34	File folder	
lib	26-05-2023 14:34	File folder	
linux	26-05-2023 14:34	File folder	
macos	26-05-2023 14:34	File folder	
test	26-05-2023 12:25	File folder	
web	26-05-2023 14:34	File folder	
windows	26-05-2023 14:34	File folder	
.DS_Store	26-05-2023 11:22	DS_STORE File	7 KB
.gitignore	21-03-2023 10:44	Text Document	1 KB
.metadata	21-03-2023 10:44	METADATA File	2 KB
analysis_options.yaml	21-03-2023 10:44	YAML File	2 KB
forGoogleMapKey.md	26-05-2023 12:27	MD File	1 KB
pubspec.yaml	26-05-2023 12:34	YAML File	4 KB
rc_fl_cabwind_driver.iml	21-03-2023 10:44	IML File	1 KB
README.md	21-03-2023 10:44	MD File	1 KB

- **fonts(Folder)** - Put all fonts file in this folder.

.idea	26-05-2023 14:34	File folder	
android	26-05-2023 14:34	File folder	
assets	26-05-2023 14:34	File folder	
fonts	26-05-2023 14:34	File folder	
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- **lib(Folder)** - Main folder that contains all the dart code

.idea	26-05-2023 14:34	File folder	
android	26-05-2023 14:34	File folder	
assets	26-05-2023 14:34	File folder	
fonts	26-05-2023 14:34	File folder	
ios	26-05-2023 14:34	File folder	
lib	26-05-2023 14:34	File folder	
linux	26-05-2023 14:34	File folder	
macos	26-05-2023 14:34	File folder	
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- **constants(Folder)** - Contain constants in this folder.
- **pages(Folder)** - Contain All App Screens in this folder except **main.dart**.
- **theme(Folder)** - Contain theme file in this folder.

- **widget(Folder)** - Contain our own created widget in this folder except.
  - **main.dart** - Entry Point of Our App.

- **pubspec.yaml(File) -** Specification file (All the package and local assets (Like Images, Fonts, etc.) we use in this application is specify in this file.).
- **Packages (Dependencies)**

```yaml
dependencies:
  flutter:
    sdk: flutter
  cupertino_icons: ^1.0.2
  page_transition: ^2.0.9
  phone_form_field: ^7.1.0
  google_maps_flutter: ^2.2.8
  flutter_polyline_points: ^1.0.0
  custom_info_window: ^1.0.1
  dotted_border: ^2.0.0+3
  flutter_staggered_animations: ^1.1.1
  intl: ^0.18.0
  pinput: ^2.2.31
  flutter_launcher_icons: ^0.13.1
```

- **Assets**

```yaml
assets:
  - assets/
  - assets/splash/
  - assets/auth/
  - assets/home/
  - assets/chat/
  - assets/beginRide/
  - assets/endRide/
  - assets/editProfile/
  - assets/rideDetail/
  - assets/rating/
  - assets/wallet/
  - assets/notification/
  - assets/inviteFriends/
```

- **Fonts**

```yaml
fonts:
  - family: Rasa
    fonts:
      - asset: fonts/Rasa-Bold.ttf
  - family: NunitoSans
    fonts:
      - asset: fonts/NunitoSans-Bold.ttf
        weight: 700
      - asset: fonts/NunitoSans-SemiBold.ttf
        weight: 600
      - asset: fonts/NunitoSans-Regular.ttf
        weight: 400
      - asset: fonts/NunitoSans-ExtraBold.ttf
        weight: 800
```

C) About Google Map Configuration

We use **https://pub.dev/packages/google_maps_flutter** package for google map.

You need Google Map Api key for Accessing Google Map.

- If you want to know how to get Google Map Api Key then please visit this link **google_maps_flutter**.
  1)Android
  - Put that api key in 2 places in our code.
    1. **rc_fl_cabwind_driver/android/src/main/AndroidManifest.xml**
       line number 34. (Please refer below image)

```xml
33            <meta-data android:name="com.google.android.geo.API
34                android:value="YOUR GOOGLE MAP API KEY HERE"/
35        </application>
```

2. **rc_fl_cabwind_driver/lib/constant/key.dart**
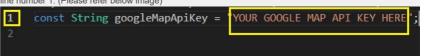line number 1. (Please refer below image)

```
1   const String googleMapApiKey = 'YOUR GOOGLE MAP API KEY HERE';
2
```

2) iOS
- Put that api key in 2 places in our code.
    1. **rc_fl_cabwind_driver/ios/Runner/AppDelegate.swift**
    line number 11. (Please refer below image)

```
10      ) -> Bool {
11        GMSServices.provideAPIKey( YOUR GOOGLE MAP API KEY )
12        GeneratedPluginRegistrant.register(with: self)
13        return super.application(application, didFinishLaunchingWithOptions:
14      }
```

    2. **rc_fl_cabwind_driver/lib/constant/key.dart**
    line number 1. (Please refer below image)

```
1   const String googleMapApiKey = 'YOUR GOOGLE MAP API KEY HERE';
2
```

D) Still Have a Question?

Please mail us on **rendercodetechnology@gmail.com**

E) Contact US

If you have any kind of problem with this code then please mail us on
rendercodetechnology@gmail.com

If you have any project in flutter then please contact us. We are
experiance flutter developer team and build high quality apps for android
and ios.

Once again, thank you so much for purchasing this item. As I said at the
beginning, I'd be glad to help you if you have any questions relating to
this item. No guarantees, but I'll do my best to assist. If you have a more
general question relating to the application on Codecanyon, you might
consider visiting the forums and asking your question in the "Item
Discussion" section.