

## **Point of Sales (Stock Management System )**

Is a comprehensive tool designed to streamline inventory operations and enhance business efficiency. The application provides essential features for product management, transaction recording, and insightful reporting. Mobile app is developed by flutter for support both iOS and Android.

### **Prerequisite:**

Stock Management System is a complete system with lots of modules for mobile apps and desktop and web.

### **Required tools:**

- IDE for Mobile and Web development, we preferred Android Studio and VSCode.
- Flutter SDK and JDK with path setup in your IDE.
- Basic knowledge about google cloud and firebase.

### **Firestore Database:**

- Create a work project in Firebase to enable dealing with data from and to applications.

- A video of creating your own project in Firebase using the CLI method to create a Flutter project for multiple applications (Android - iOS - Windows - Mac - Web) will be attached.

## **Project IDs :**

- You can download android studio from here:

[https://developer.android.com/studio?gclid=CjwKCAiAiKuOBhBQEiwAI\\_d\\_sK4X0PLQrES\\_2pG\\_S8nPfIALgWSOCUEqRRAFpbS4AmR5mXmU6hlhvHxoCfBgQAvD\\_BwE&gclsrc=aw.ds](https://developer.android.com/studio?gclid=CjwKCAiAiKuOBhBQEiwAI_d_sK4X0PLQrES_2pG_S8nPfIALgWSOCUEqRRAFpbS4AmR5mXmU6hlhvHxoCfBgQAvD_BwE&gclsrc=aw.ds)

- You can download VS code from here:

<https://code.visualstudio.com/download>

- For Mac you need to Download Xcode from here watch this video:

<https://www.youtube.com/watch?v=D9DxLWcAOPc>

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## **Flutter SDK:**

You have to download and setup flutter from [flutter.dev](https://flutter.dev). You can follow documentation with your own device.

- Windows: <https://www.youtube.com/watch?v=x6DJeBM8Uo4>
  - Mac: <https://www.youtube.com/watch?v=f09c-nw15K8>
  - Linux: [https://www.youtube.com/watch?v=VGs-y\\_kL\\_Eg](https://www.youtube.com/watch?v=VGs-y_kL_Eg)
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## **Firestore Database :**

- Create a work project in Firebase to enable dealing with data from and to applications.
  - A video of creating your own project in Firebase using the CLI method to create a Flutter project for multiple applications (Android - iOS - Windows - Mac - Web) will be attached.
  - Create project in Firebase:  
<https://www.youtube.com/watch?v=gptBM2CPMQs>
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## **Mandatory Setup :**

Because of the difference between flutter and gradle versions in Android Studio.

We prefer to create a new project and then copy the project files to the new project.

## **Change App Logo :**

You can generate app icon from this website <https://appicon.com>

- Go to => <project>/assets/image/

and replace logo.png with your own logo.!

- **Go to => <project>/assets/image/**

and replace logo\_name.png with your company name image.

- **Then Go to =>**

/android/app/src/main/res

and replace all mipmap folder with your <generated icon>/android folder.

- **Again go to =>**

/ios/Runner

and replace Assets.xcassets with your generated Assets.xcassets folder.

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### **Change App Name :**

- Change the value of label from =>

**Android:**

<project>/android/app/src/main/AndroidManifest.xml =>  
android:label="My App"

**-iOS:**

- Change the value of CFBundleName from =>

<project>/iOS/Runner/info.plist =>

```
<key>CFBundleName</key>
```

```
<string>My App</string>
```

### **Change App Package :**

As we indicated, it is better to create a new project with a new name and a new package, then copy the project files to the new project.

Because of the difference between flutter and gradle versions in Android Studio.

### **Google Login :**

- watch video:

[https://www.youtube.com/watch?v=1k-gITZA9CI&ab\\_channel=HeyFlutter%E2%80%A4com](https://www.youtube.com/watch?v=1k-gITZA9CI&ab_channel=HeyFlutter%E2%80%A4com)

### **Facebook Login :**

- watch video:

[https://www.youtube.com/watch?v=yjeocwN-Cqo&ab\\_channel=MobtestStudio](https://www.youtube.com/watch?v=yjeocwN-Cqo&ab_channel=MobtestStudio)

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## **App build & release :-**

### **- Build for Android :**

- For debug build you can run command:

**flutter build apk**

### **- Build file location:**

<project>/build/app/outputs/flutter-apk

### **Build for iOS :**

There are no general way to generate app for iOS. Apple doesn't allow to install app like this debug way. If you want to install it on your iOS device then you have to deploy it on TestFlight or AppStore.

-For deploying it please follow this documentation:

<https://docs.flutter.dev/deployment/ios>

## **Contact With Me :**

You can contact me for any inquiries or you can send your comments  
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