



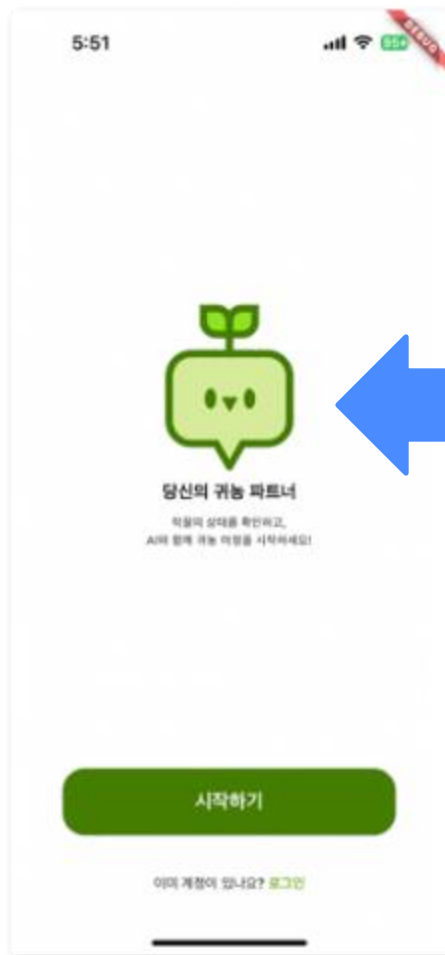
앱 개발 프로젝트

이가연

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사진



사진을 앱에 넣고 싶다면?

사진

```
> .dart_tool
> .idea
> .vscode
> android
> assets
> build
> ios
✓ lib
  | ● main.dart      M
  |
  | > linux
  | > macos
  | > test
  | > web
  | > windows
  | ◆ .gitignore
  | ≡ .metadata
  | ! analysis_options.yaml
  | ≡ pubspec.lock
  | ! pubspec.yaml
  | ⓘ README.md
  | 📶 time_clock.iml
```

사진

`Image.asset`(이미지경로, `width`: 가로길이, `height`: 세로길이)

```
# The following section is specific to Flutter packages.
flutter:

# The following line ensures that the Material Icons font is
# included with your application, so that you can use the icons in
# the material Icons class.
uses-material-design: true

# To add assets to your application, add an assets section, like this:
# assets:
#   - images/a_dot_burr.jpeg
#   - images/a_dot_ham.jpeg

# An image asset can refer to one or more resolution-specific "variants", see
# https://flutter.dev/assets-and-images/#resolution-aware
```

pubspec.yaml

앱의 아이콘을 바꾸고 싶으면?

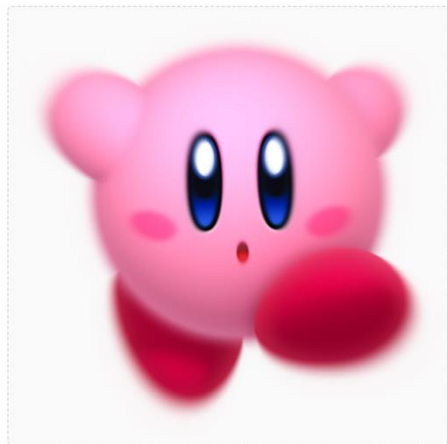


App Icon Generator

 App Icon

 Image Sets

 Donate



App icon Generator

Drag or select an app icon image (1024x1024) to generate different app icon sizes for all platforms

— iOS and macOS —

- ☒ iPhone - 11 different sizes and files
- ☒ iPad - 13 different sizes and files
- ☒ watchOS - 8 different sizes and files
- ☒ macOS - 11 different sizes and files

— Android —

- ☒ Android - 4 different sizes and files

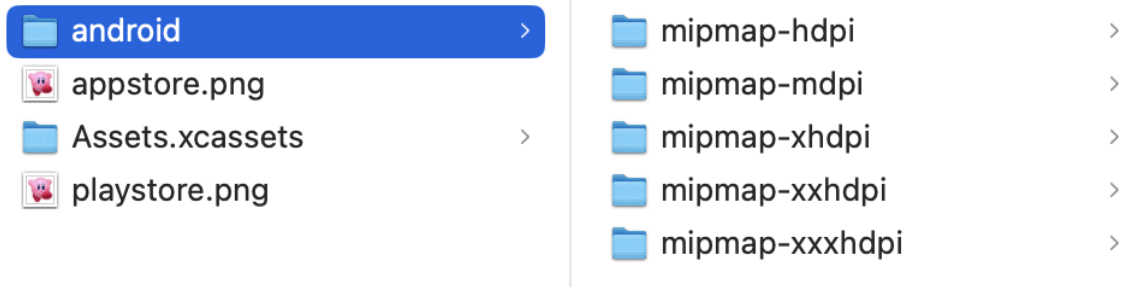
File name

Change file name for all generated Android images

 Generate

<https://www.appicon.co/>

배포



```
AndroidManifest.xml M X
android > app > src > main > AndroidManifest.xml
1 <manifest xmlns:android="http://schemas.android.com/apk/res/android">
2   <application
3     android:label="time_clock"
4     android:name="${applicationName}"
5     android:icon="@mipmap/app_icon">
```

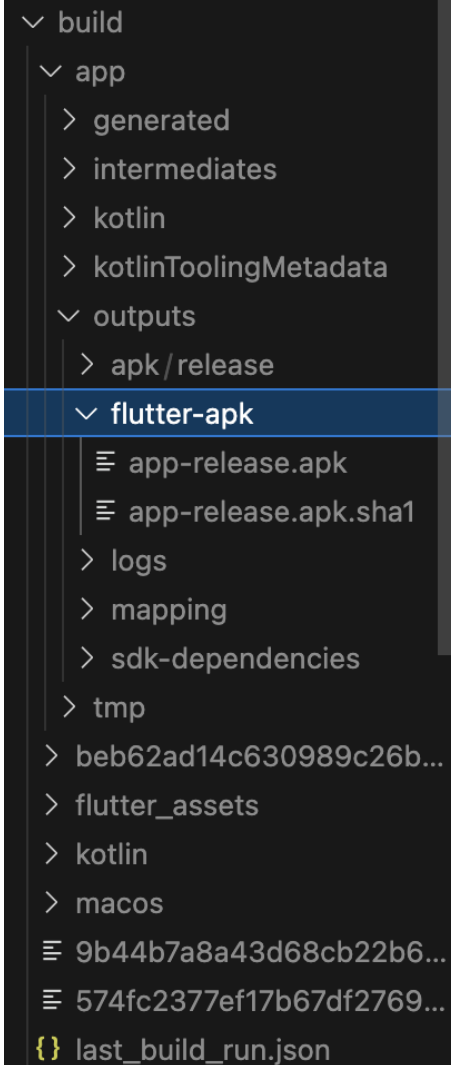
만약 사진 이름이 ic_launcher가 아니라 다르다면 mipmap/ 뒷부분을 수정



배포

터미널에서

```
flutter build apk --release
```



더 보기



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



<https://ko.legacy.reactjs.org/>
<https://react.dev/>

더 보기

테스트 코드: 앱이 의도대로 동작하는지 검증하는 코드

```
Run | Debug
void main() {
  Run | Debug
  testWidgets('Counter increments smoke test', (WidgetTester tester) async {
    // Build our app and trigger a frame.
    await tester.pumpWidget(const MyApp());

    // Verify that our counter starts at 0.
    expect(find.text('0'), findsOneWidget);
    expect(find.text('1'), findsNothing);

    // Tap the '+' icon and trigger a frame.
    await tester.tap(find.byIcon(Icons.add));
    await tester.pump();

    // Verify that our counter has incremented.
    expect(find.text('0'), findsNothing);
    expect(find.text('1'), findsOneWidget);
  });
}
```

프로젝트 관리 도구



앱 아이콘에 사용된 사진

main.dart

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