

PARKINGSPOT - PARKING SPOT FINDER & BOOKING APP UI IN FLUTTER V1.0

Fabulous UI in Flutter

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A) Basic Information

- **Flutter Version** - 3.7.8
- **Dart Version** - 2.19.3
- **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_parkingspot** 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

android	24-03-2023 12:18	File folder	
assets	24-03-2023 11:56	File folder	
ios	24-03-2023 11:08	File folder	
lib	02-12-2022 18:01	File folder	
linux	24-11-2022 15:50	File folder	
macos	06-02-2023 17:07	File folder	
test	24-11-2022 15:50	File folder	
web	24-11-2022 15:50	File folder	
windows	06-02-2023 17:07	File folder	
.gitignore	24-11-2022 15:50	Text Document	1 KB
.metadata	24-11-2022 15:50	METADATA File	2 KB
analysis_options.yaml	02-12-2022 13:53	YAML File	2 KB
pubspec.yaml	24-03-2023 11:58	YAML File	3 KB
rc_fl_parkingspot.iml	24-11-2022 15:50	IML File	1 KB
README.md	24-11-2022 15:50	MD File	1 KB

- **fonts** - Put all fonts file in this folder.

- **images** - Put all images file in this folder.

- **lib(Folder)** - Main folder that contains all the dart code

android	24-03-2023 12:18	File folder	
assets	24-03-2023 11:56	File folder	
ios	24-03-2023 11:08	File folder	
lib	02-12-2022 18:01	File folder	
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README.md	24-11-2022 15:50	MD File	1 KB

- **helper(Folder)** - Contain all helpers file in this folder.
- **pages(Folder)** - Contain All App Screens in this folder except **main.dart**.
- **utils(Folder)** - Contain utility file in this folder.
- **bottom_navigation.dart(file)** - Contain bottom navigation bar in this file.
- **main.dart** - Entry Point of Our App.
- **splash_page.dart(file)** - Contain splash screen code.

- **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)**

```
dependencies:
  flutter:
    sdk: flutter
  cupertino_icons: ^1.0.2
  sized: ^2.0.15
  google_maps_place_picker_mb: ^2.0.0-mb.22
  geolocator: ^9.0.1
  auto_size_text: ^3.0.0
  flutter_credit_card: ^3.0.3
  table_calendar: ^3.0.6
  pinput: ^2.2.31
  page_transition: ^2.0.9
  smooth_page_indicator: ^1.0.0+2
  flutter_slidable: ^2.0.0
  intl: ^0.17.0
  flutter_rating_bar: ^4.0.1
  google_maps_flutter: ^2.2.1
  syncfusion_flutter_sliders: ^20.3.58
  flutter_polyline_points: ^1.0.0
  dotted_line: ^3.1.0
  custom_timer: ^0.1.2
  flutter_launcher_icons: ^0.12.0
```

- **Assets**

```
assets:
  - assets/
  - assets/images/
  - assets/images/on_boarding/
  - assets/images/cars/
  - assets/images/icons/
  - assets/images/other/
  - assets/images/stations/
```

- **Fonts**

```

fonts:
  - family: R
    fonts:
      - asset: assets/fonts/Roboto-Regular.ttf
  - family: M
    fonts:
      - asset: assets/fonts/Roboto-Medium.ttf
  - family: B
    fonts:
      - asset: assets/fonts/Roboto-Bold.ttf

```

C) About Google Map Configuration

We use [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.

- `rc_fl_parkingspot/lib/utlis/key.dart` line number 1. (Please refer below image)

```

1 String googleMapApiKey = "YOUR GOOGLE MAP API KEY HERE";
2

```

- `rc_fl_parkingspot/android/app/src/main/AndroidManifest.xml` line number 34. (Please refer below image)

```

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

```

2) iOS

- Put that api key in 2 places in our code.

- `rc_fl_parkingspot/ios/Runner/AppDelegate.swift` line number 11. (Please refer below image)

```

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

```

- `rc_fl_parkingspot/lib/utlis/key.dart` line number 1. (Please refer below image)

```

1 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.