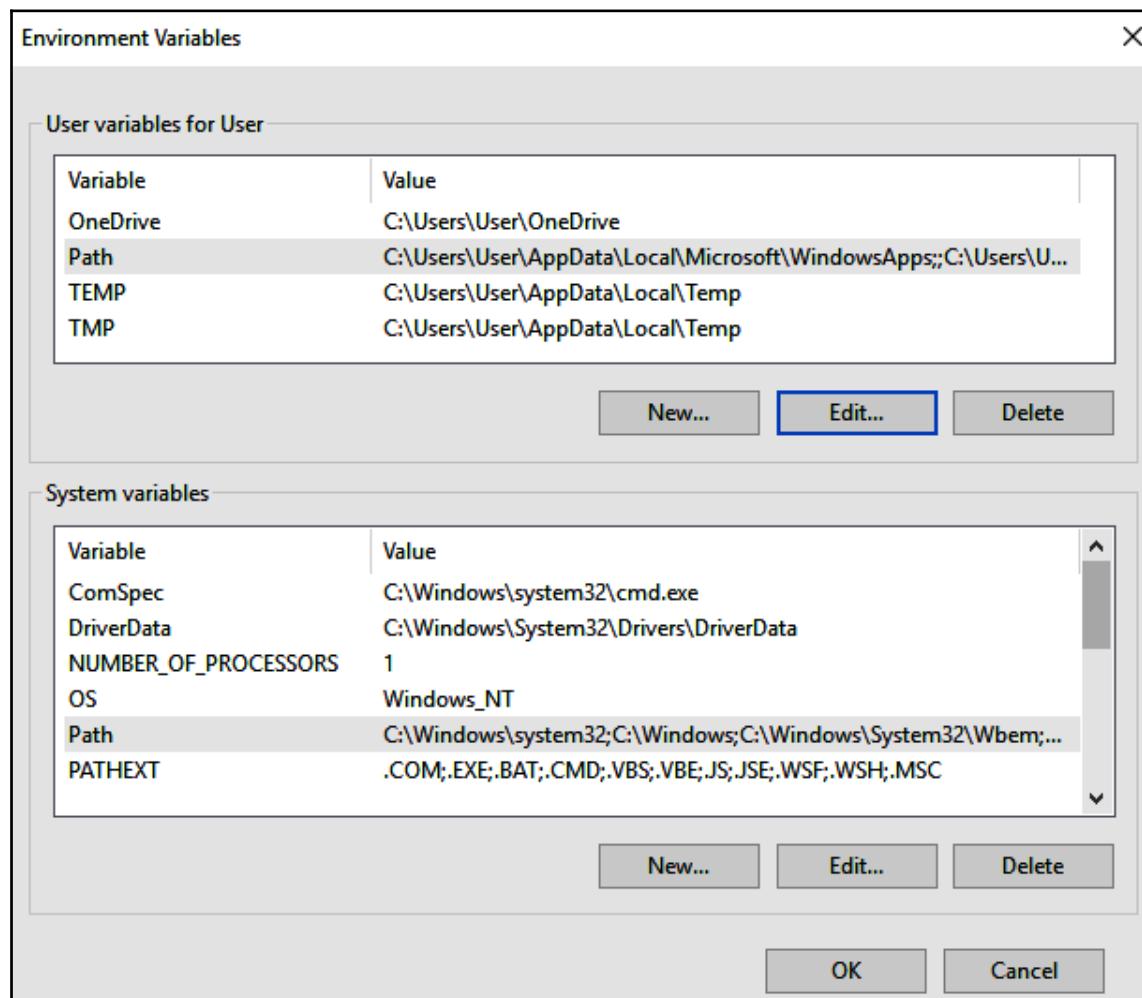
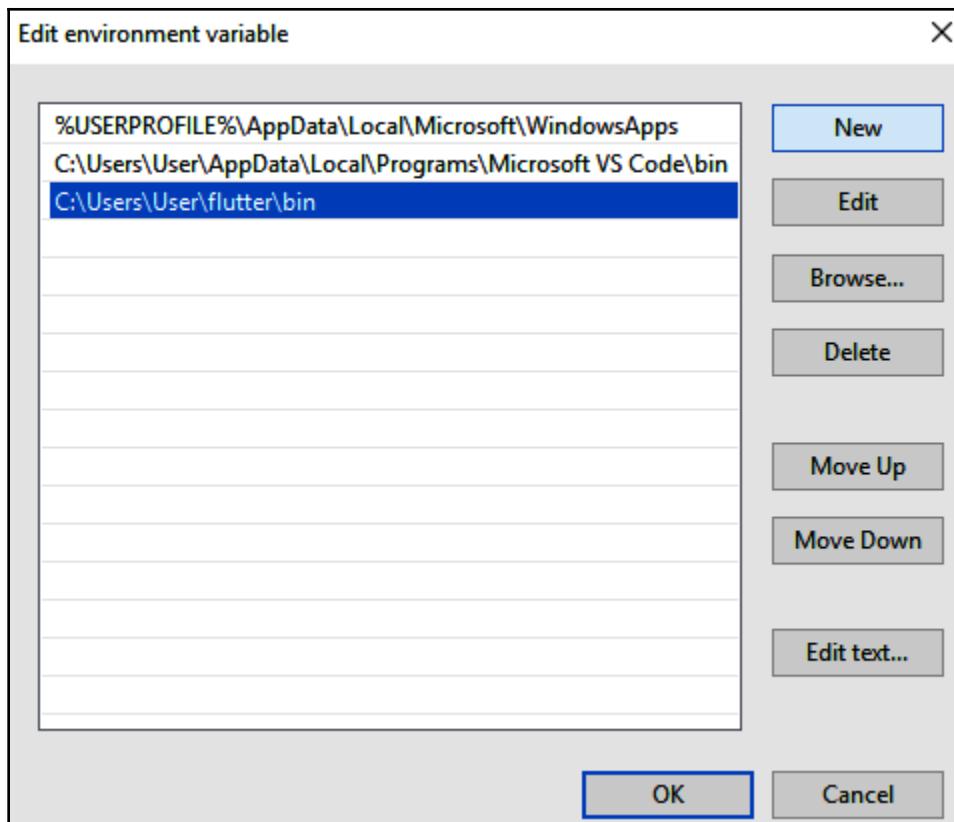
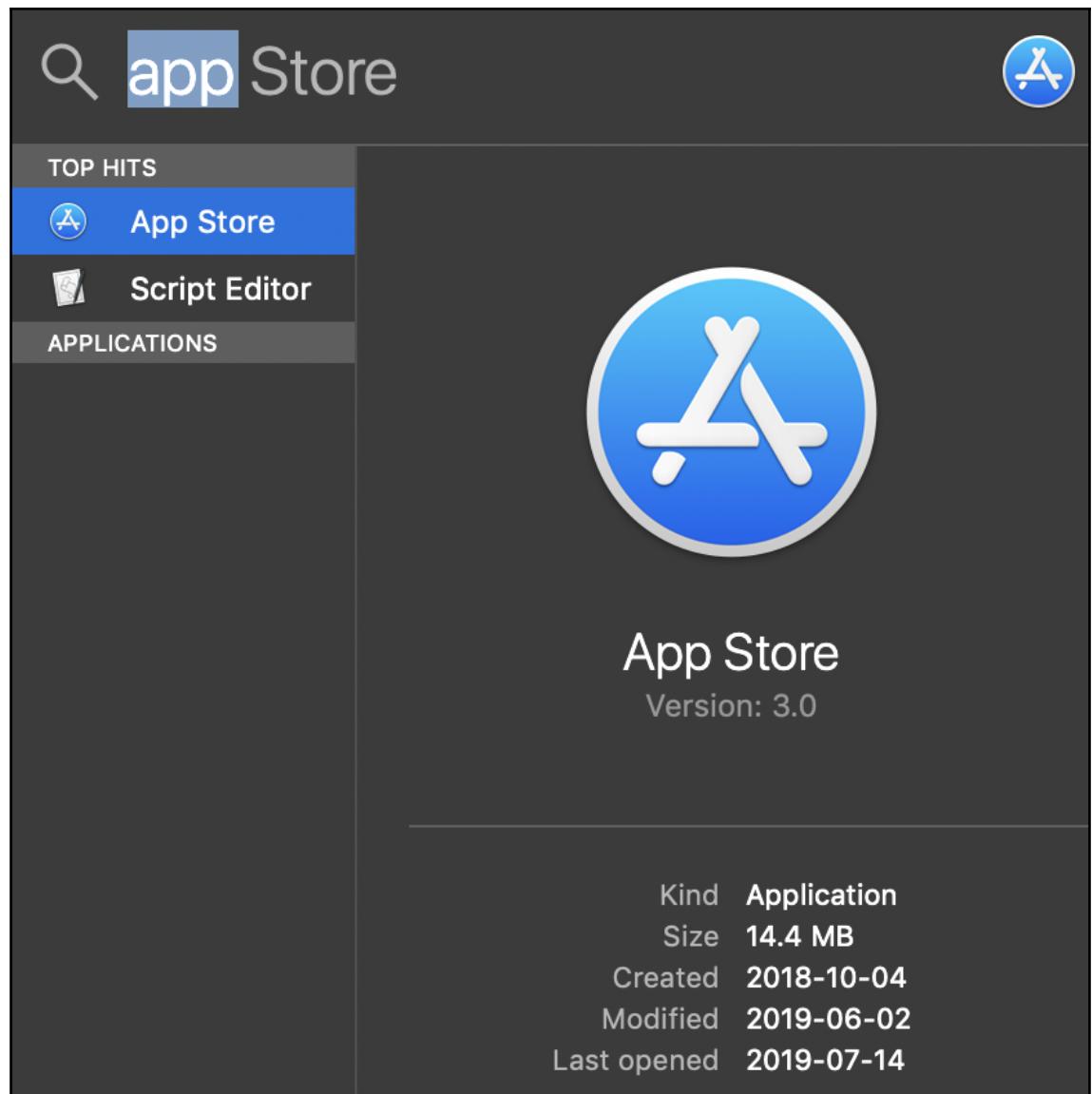
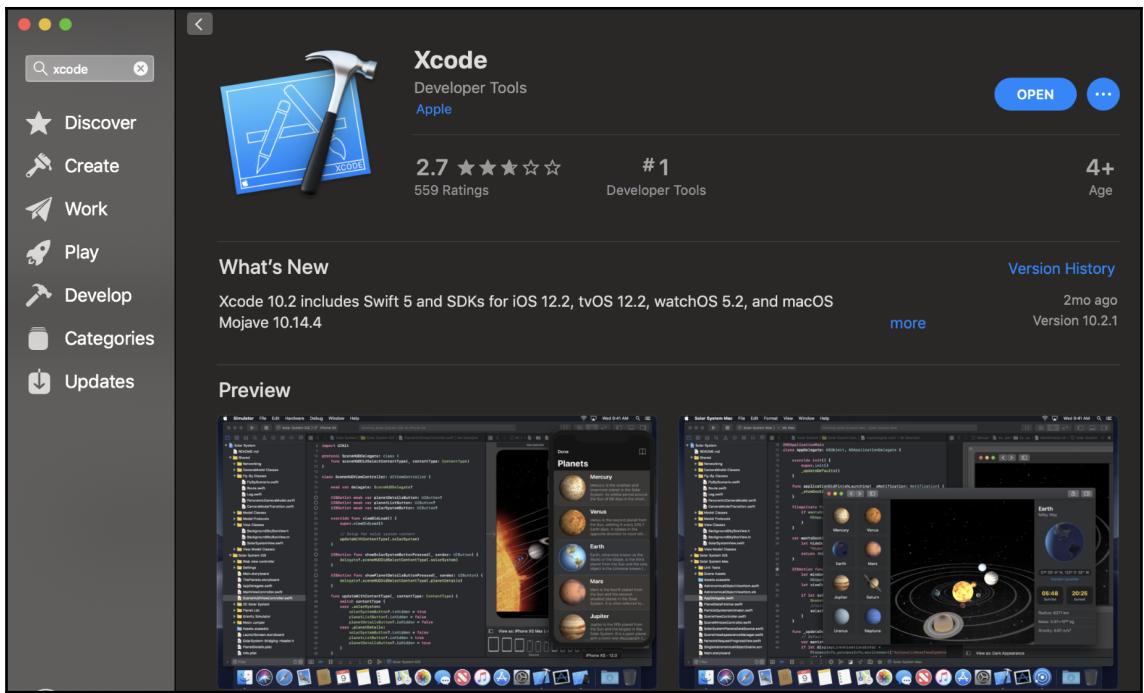


Chapter 1: Getting Started with Flutter











Welcome to Xcode

Version 10.3 (10G8)



Get started with a playground

Explore new ideas quickly and easily.



Create a new Xcode project

Create an app for iPhone, iPad, Mac, Apple Watch, or Apple TV.



Clone an existing project

Start working on something from a Git repository.



Show this window when Xcode launches

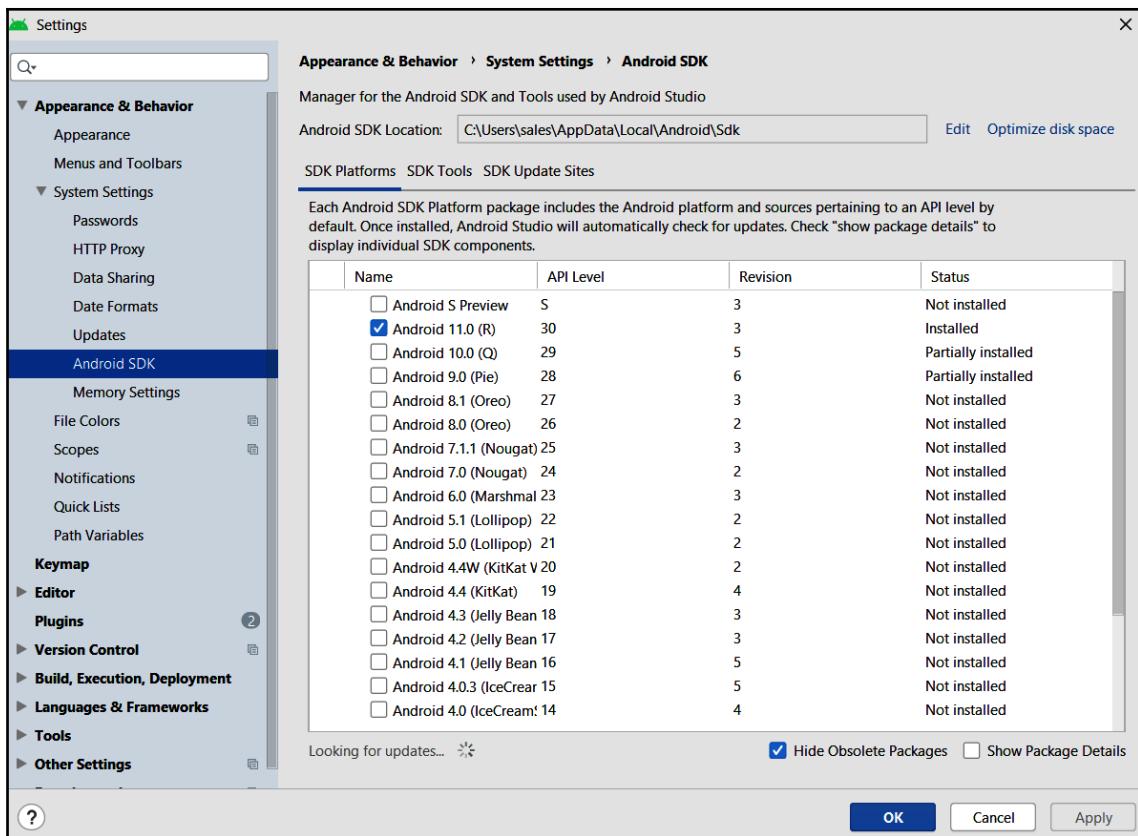
```
 bkayfitz -- bash -- 81x23
[✓] Xcode - develop for iOS and macOS (Xcode 10.3)
[!] iOS tools - develop for iOS devices
  ✘ Verify that all connected devices have been paired with this computer in
    Xcode.
  If all devices have been paired, libimobiledevice and iDeviceInstaller may
    require updating.
To update with Brew, run:
  brew update
  brew uninstall --ignore-dependencies libimobiledevice
  brew uninstall --ignore-dependencies usbmuxd
  brew install --HEAD usbmuxd
  brew unlink usbmuxd
  brew link usbmuxd
  brew install --HEAD libimobiledevice
  brew install iDeviceInstaller
```

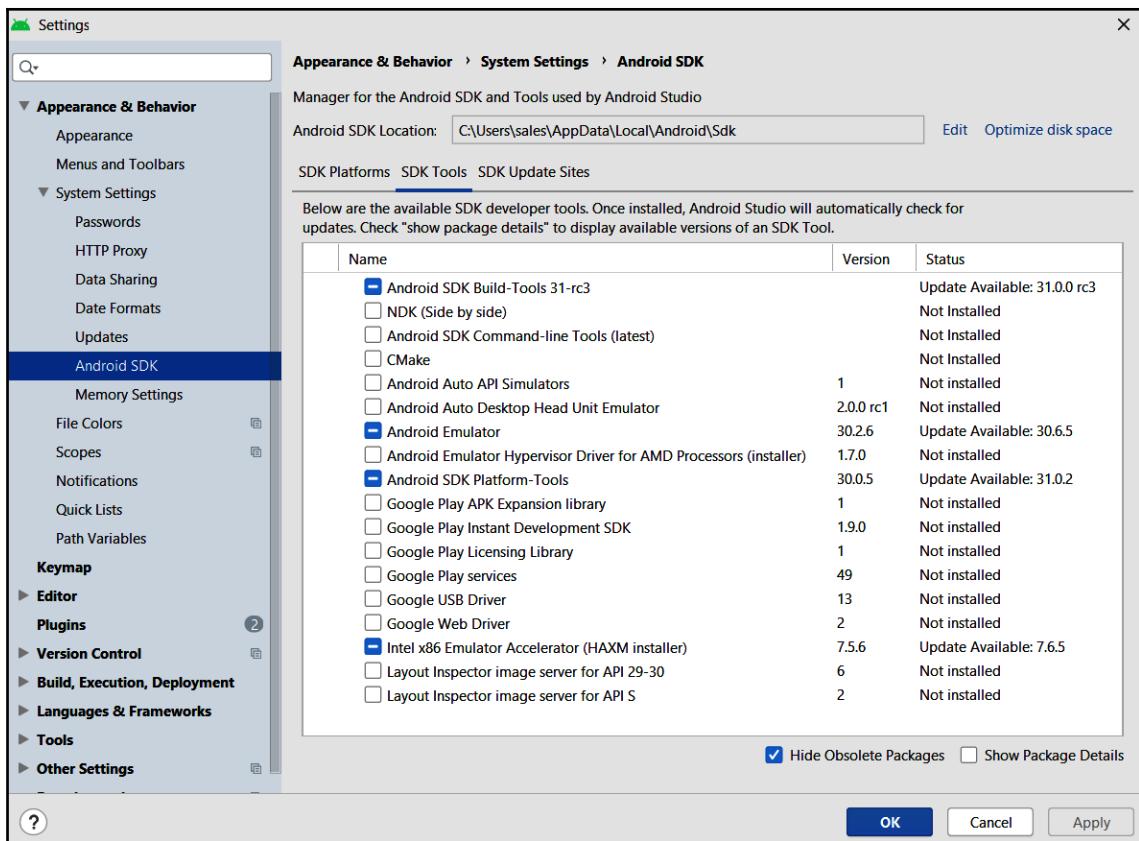
android studio

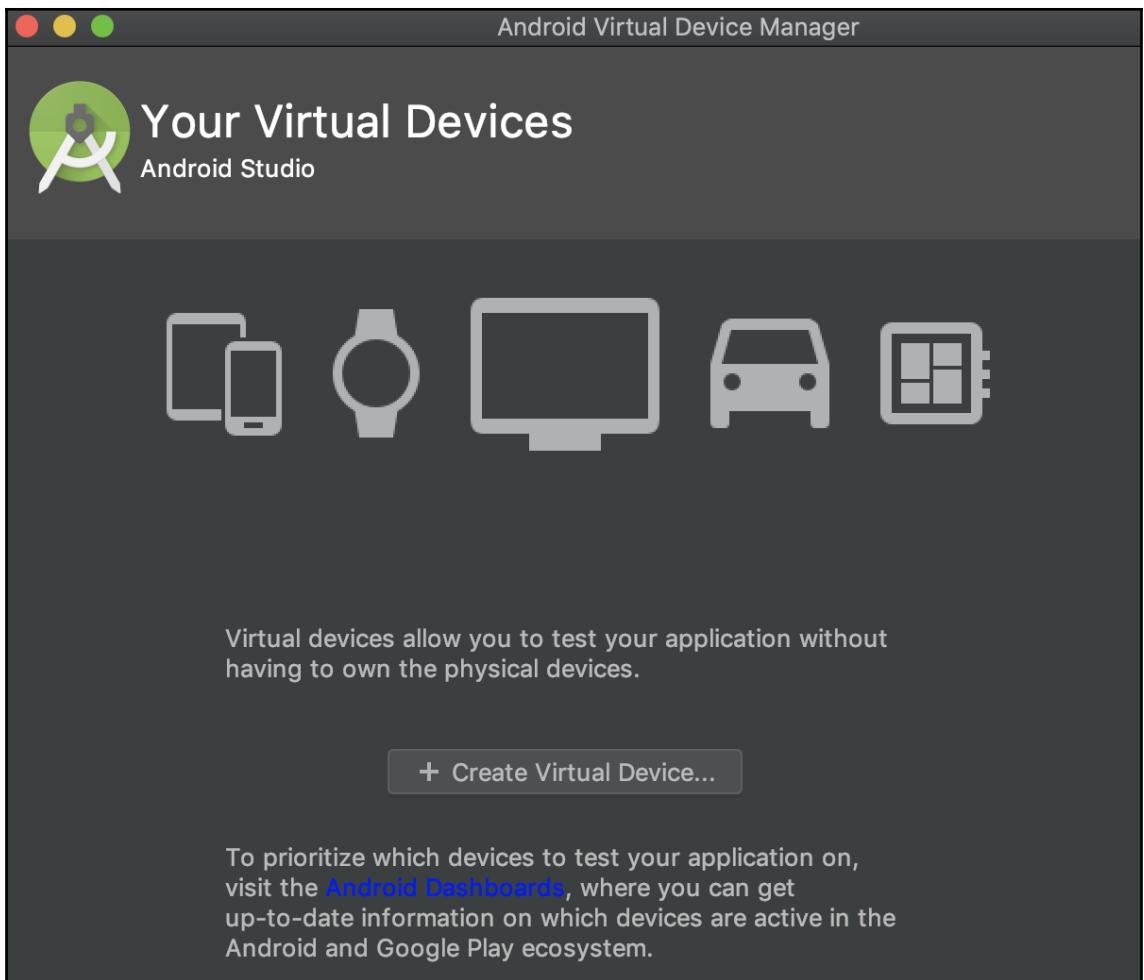
Android Studio provides the fastest tools for building apps on every type of Android device.

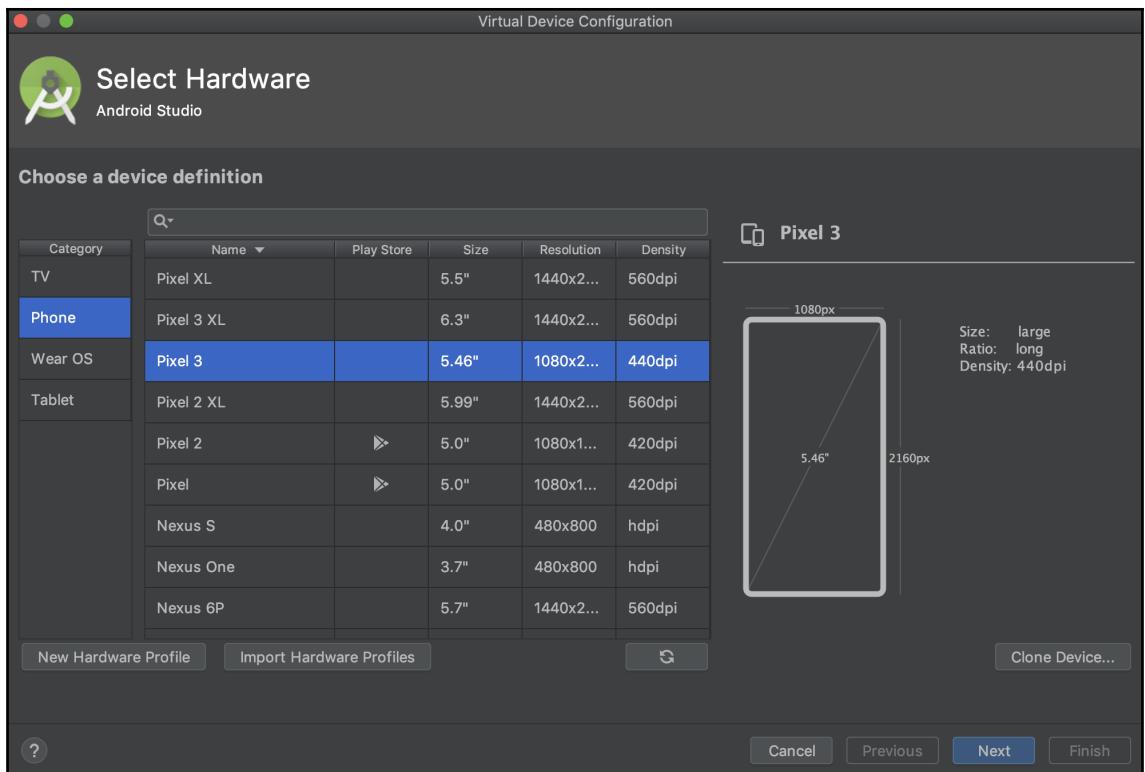
[DOWNLOAD ANDROID STUDIO](#)

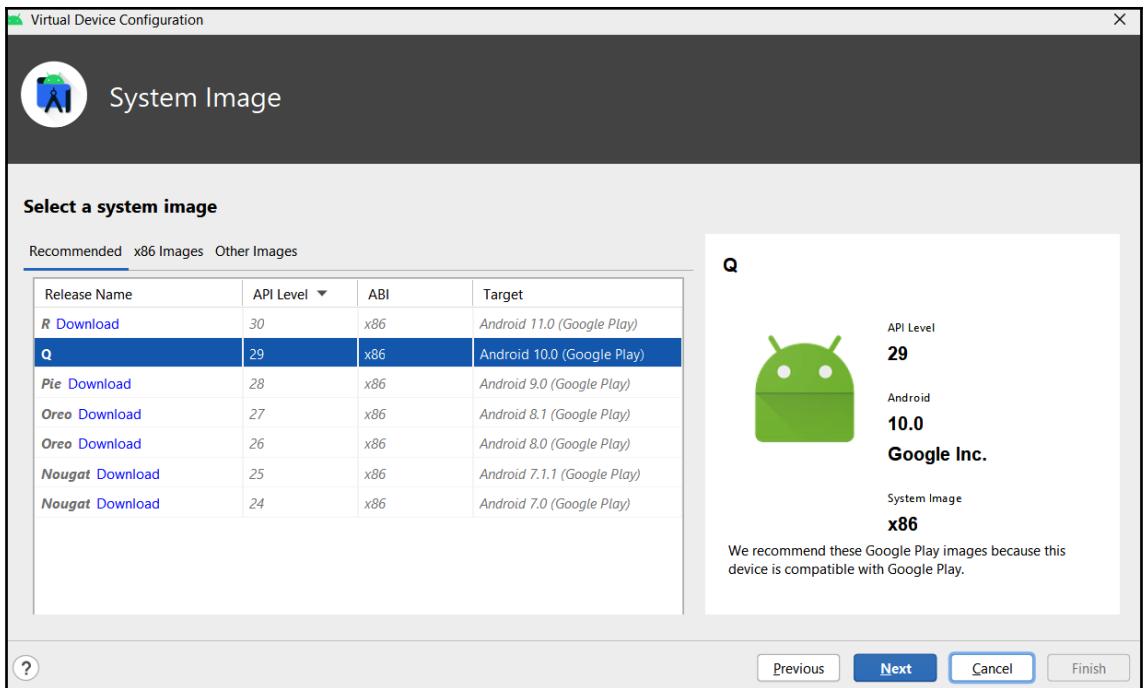
3.4.2 for Mac (1026 MB)











Settings

Plugins

Marketpl

Flutter

Search Results (48) Sort By: Relevance

Flutter  Installed
↓ 9M ★ 4.3 flutter.dev

flutter-img-sync  Install
↓ 45,6K ★ 4.6 Lihaha

FlutterJsonBeanFactory  Install
↓ 184,4K ★ 4.8 ruiyu-QQGroup(963752388)

Flutter Enhancement Suite  Install
↓ 112,2K ★ 4.8 Marius Höfler

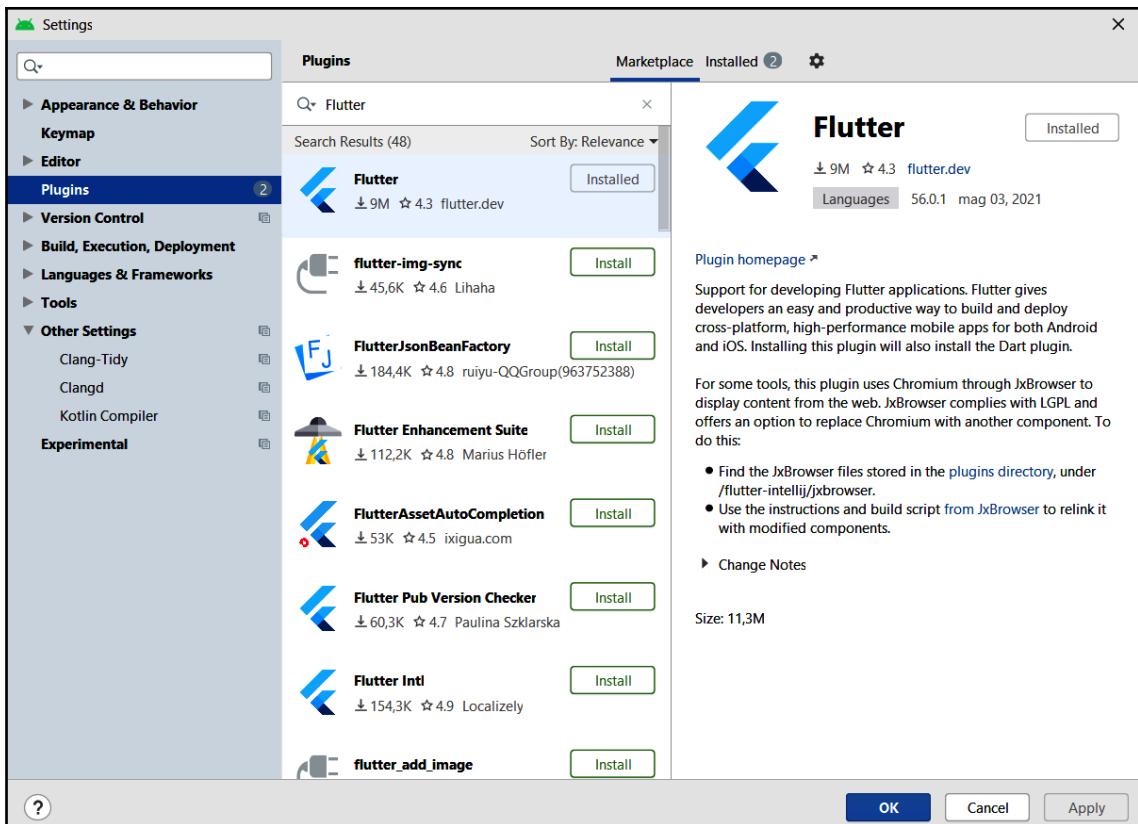
FlutterAssetAutoCompletion  Install
↓ 53K ★ 4.5 ixigua.com

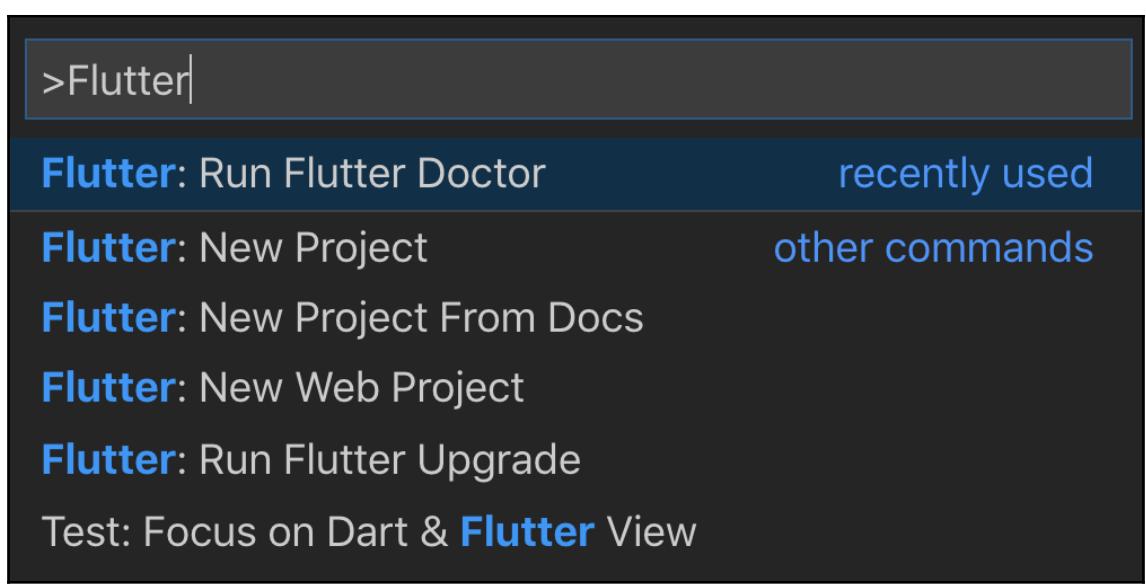
Flutter Pub Version Checker  Install
↓ 60,3K ★ 4.7 Paulina Szklarska

Flutter Intl  Install
↓ 154,3K ★ 4.9 Localizely

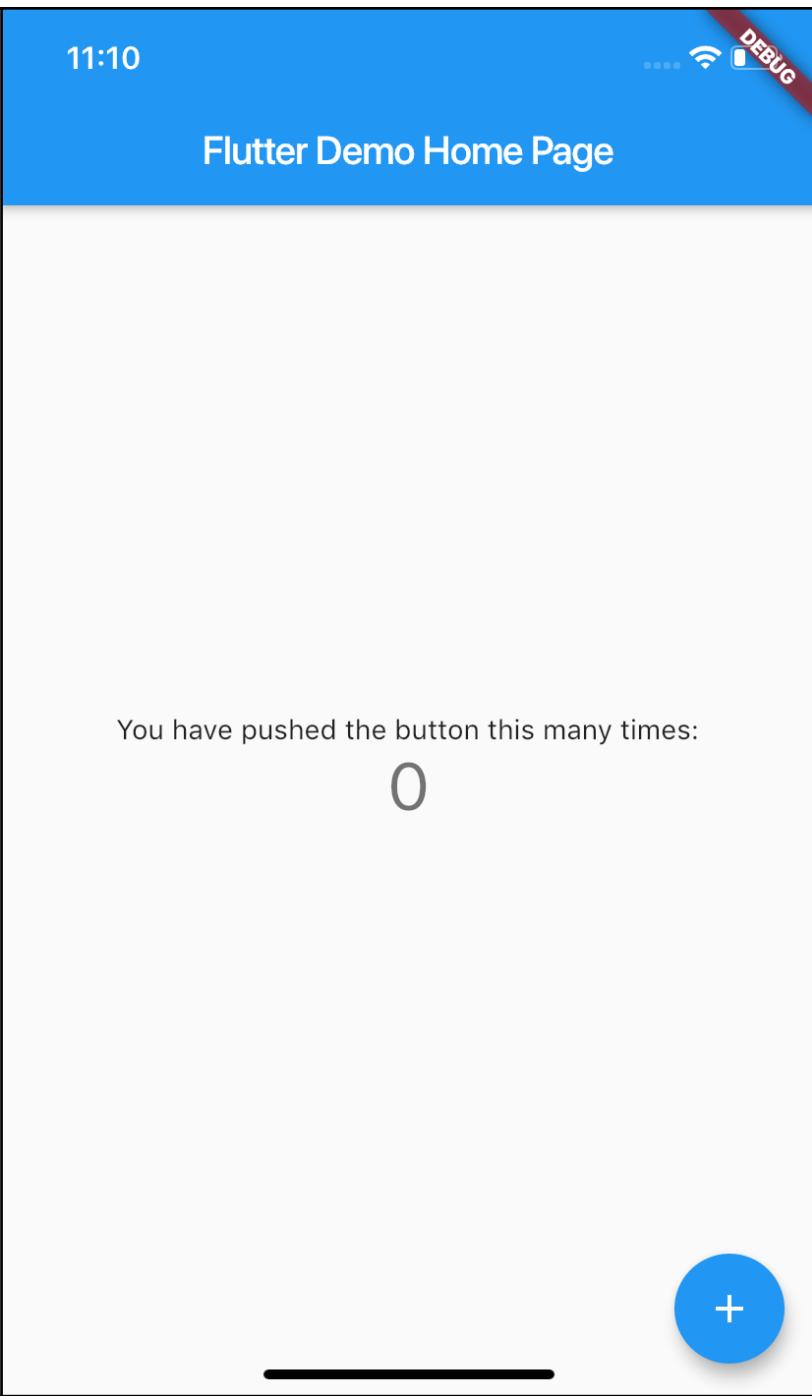
flutter_add_image  Install

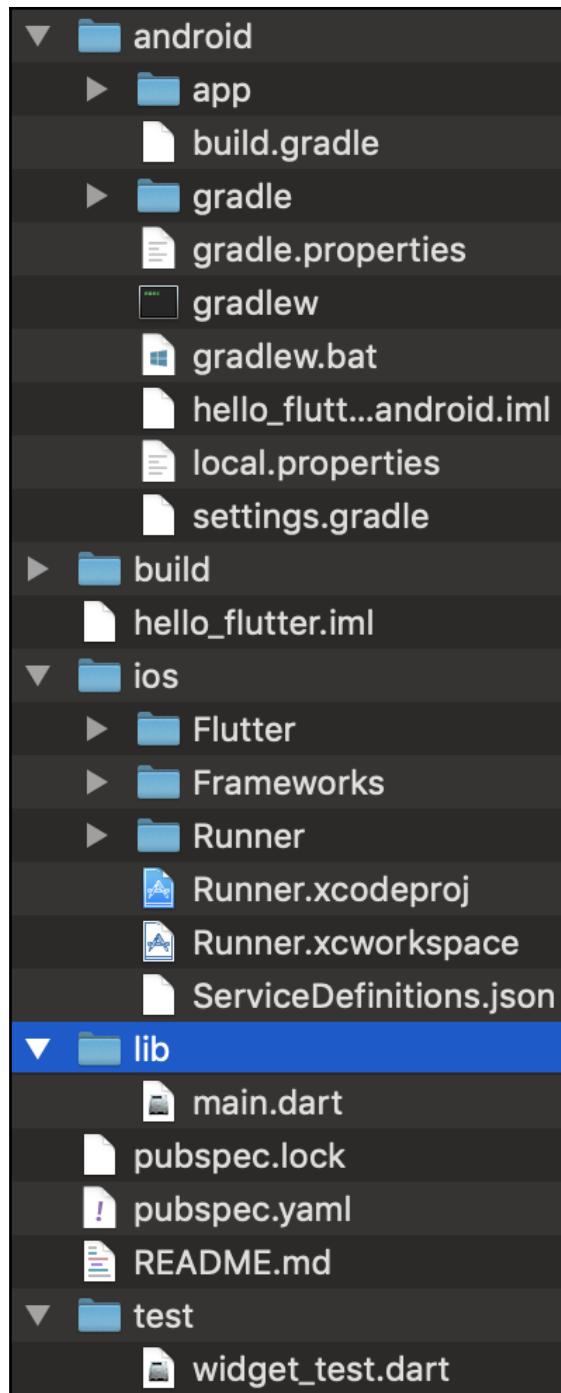
?

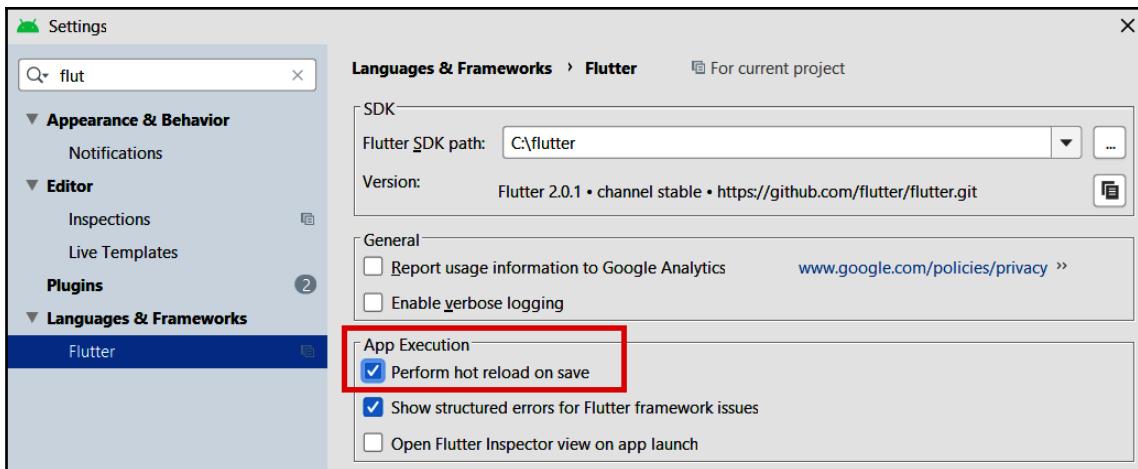




```
Brians-MacBook-Pro:~ bkayfitz$ flutter channel
Flutter channels:
  beta
  dev
* master
  stable
Brians-MacBook-Pro:~ bkayfitz$
```

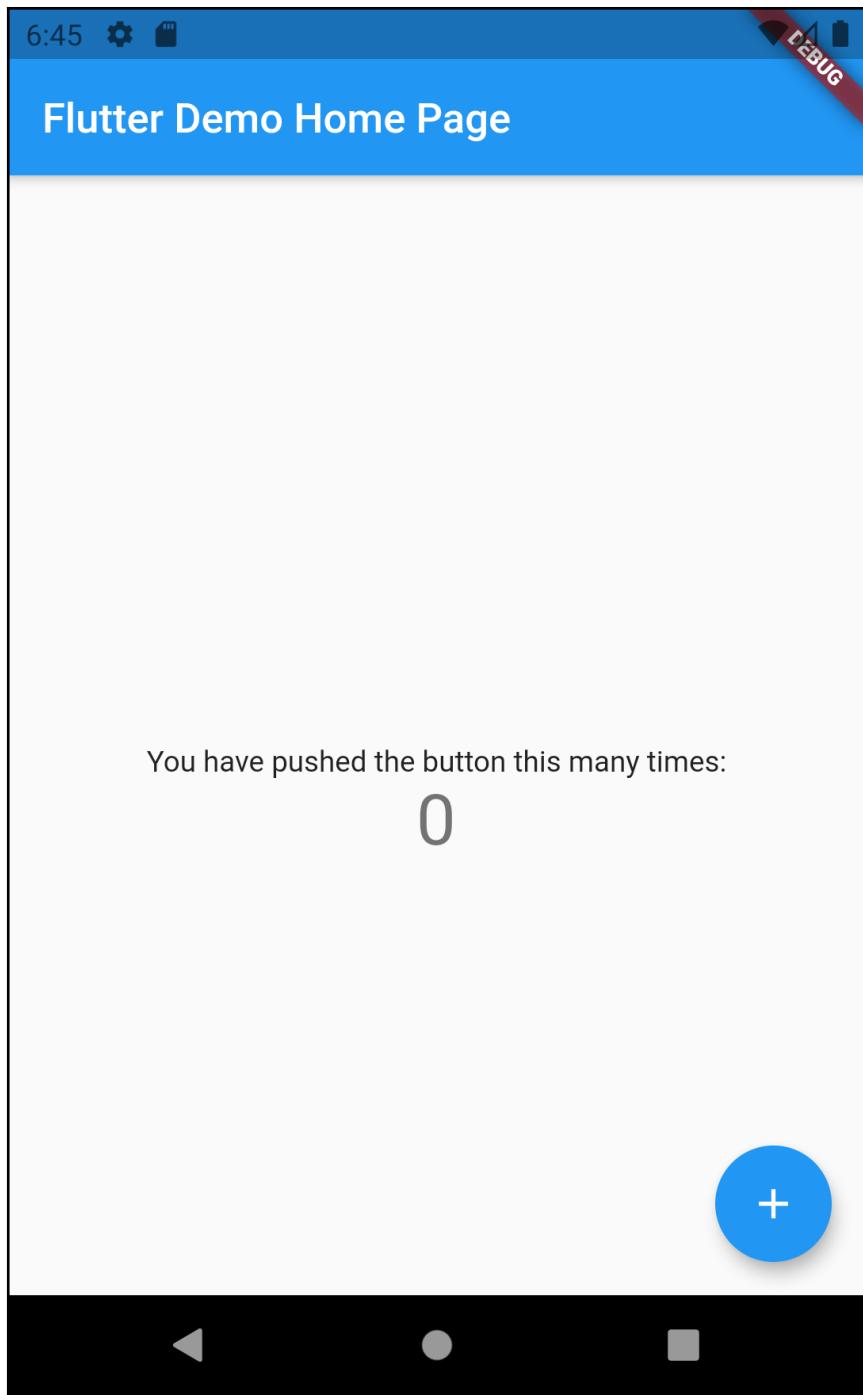


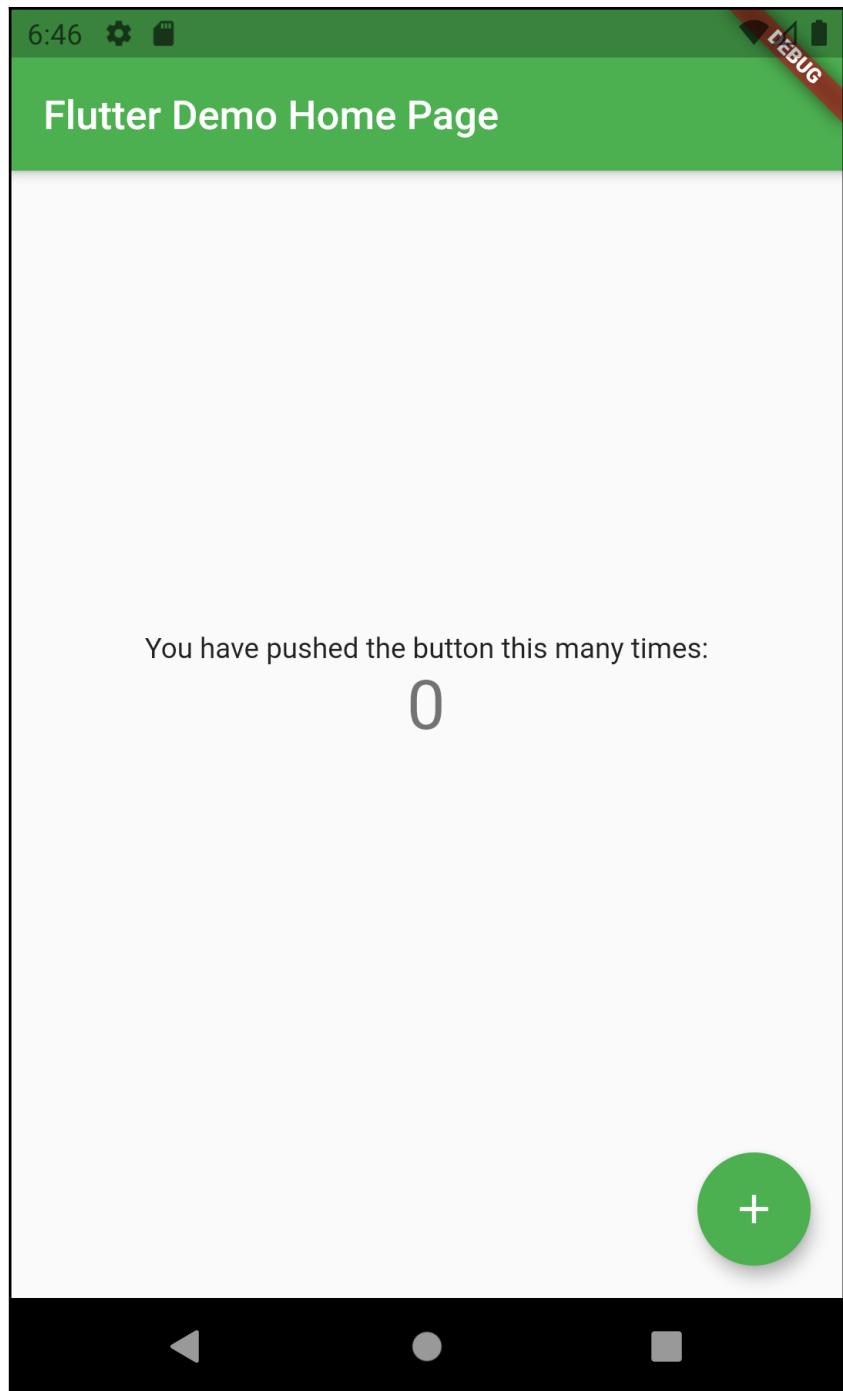


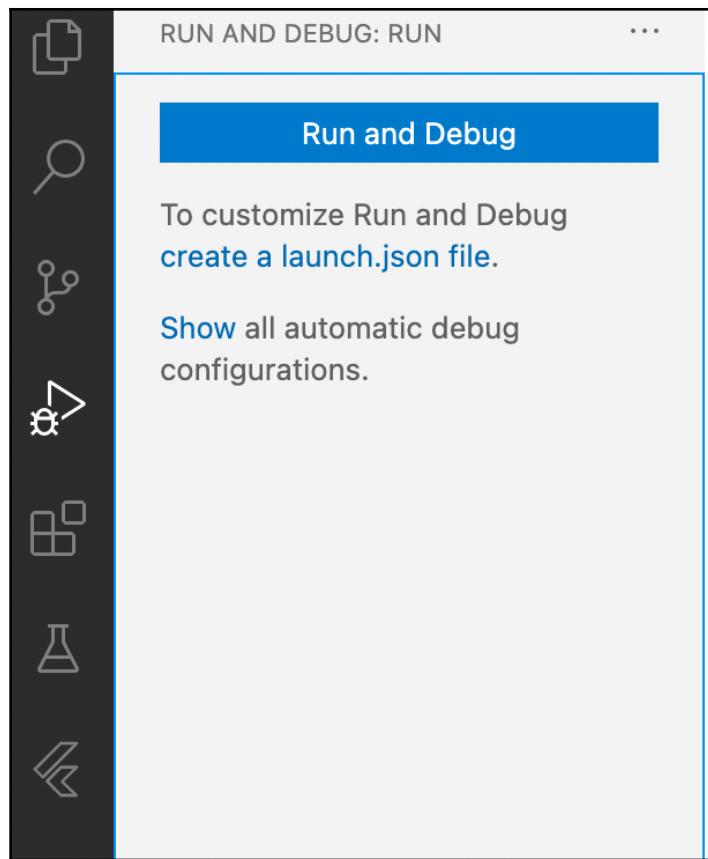


Command	Keybinding	When	Source
Flutter: Hot Reload flutter.hotReload	^ F5	dart-code:anyFlutterProjectLoaded && dart-code:service.reloadSources && inDebugMode	Default
Flutter: Hot Restart flutter.hotRestart	—	—	Default

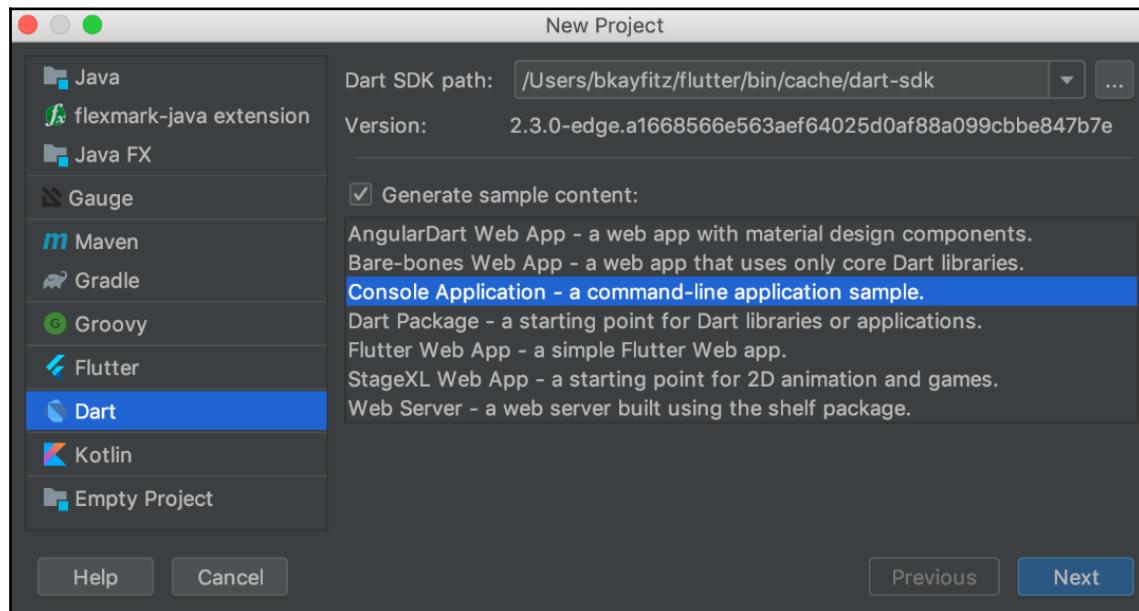








Chapter 2: Dart: A Language You Already Know



```
class Name {  
    final String first;  
    final String  Create constructor for final fields
```

Privacy notice Send feedback Null Safety

```
1 void main() {  
2   int someNumber;  
3   increaseValue(someNumber);  
4 }  
5  
6  
7 void increaseValue(int value) {  
8   value++;  
9   print (value);  
10 }
```

▶ RUN

Console

```
Uncaught TypeError: Cannot read property  
'$add' of nullError: TypeError: Cannot read  
property '$add' of null
```

Documentation

int someNumber

local variable



Privacy notice

Send feedback



Null Safety

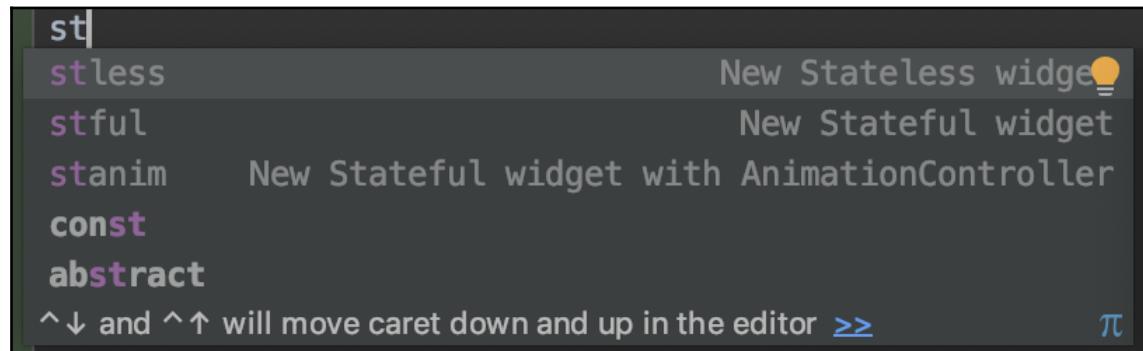
no issues

Based on Flutter 2.2.1 Dart SDK 2.13.1

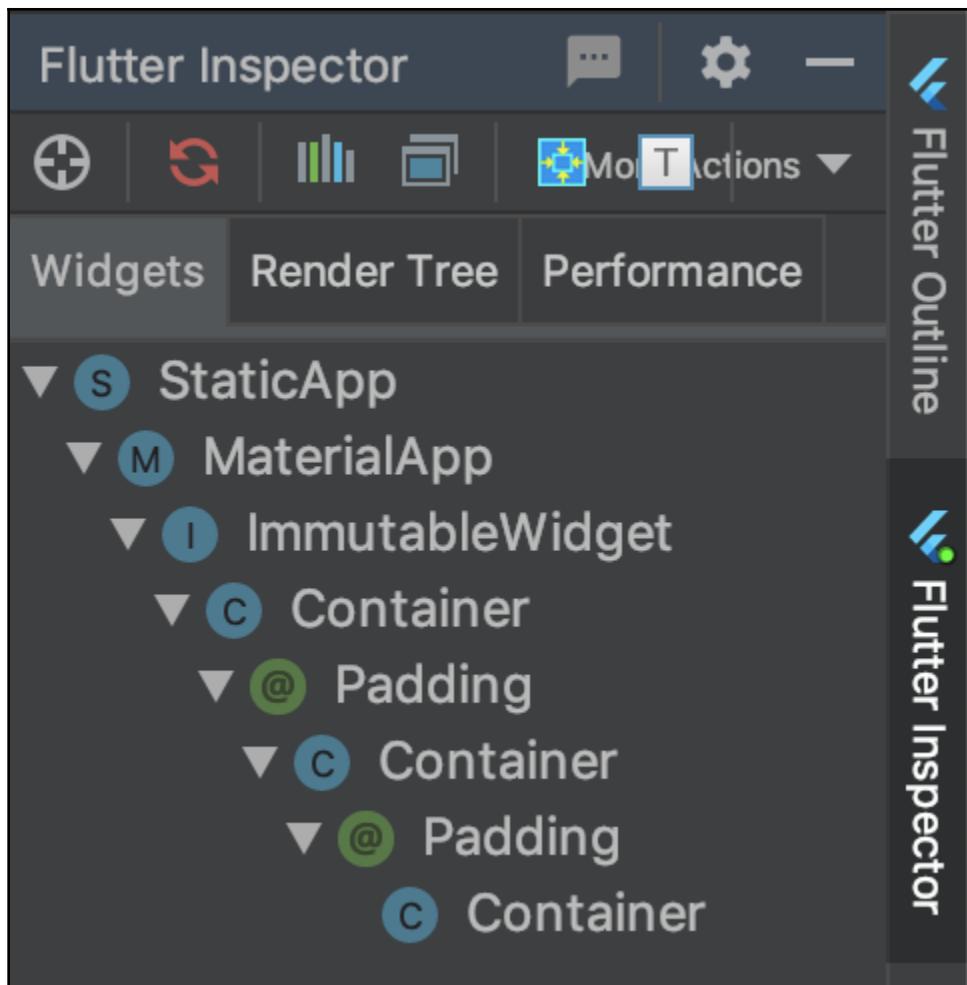
Chapter 3: Introduction to Widgets

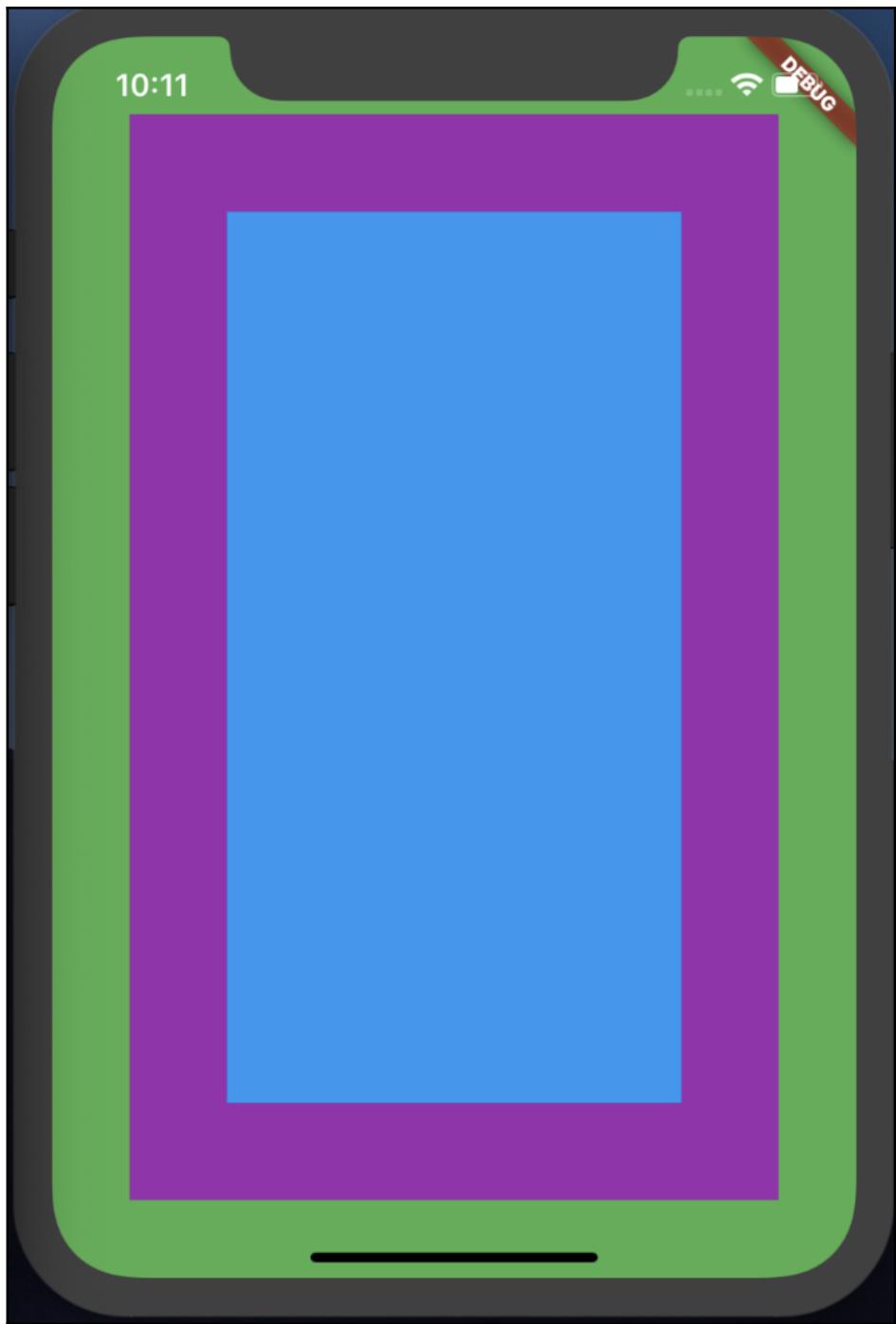
```
void main() => runApp(StaticApp());  
  
class StaticApp extends StatelessWidget {  
    @override  
    Widget build(BuildContext)  
        return MaterialApp(  
            home: ImmortalWidget  
        );  
}  
}
```

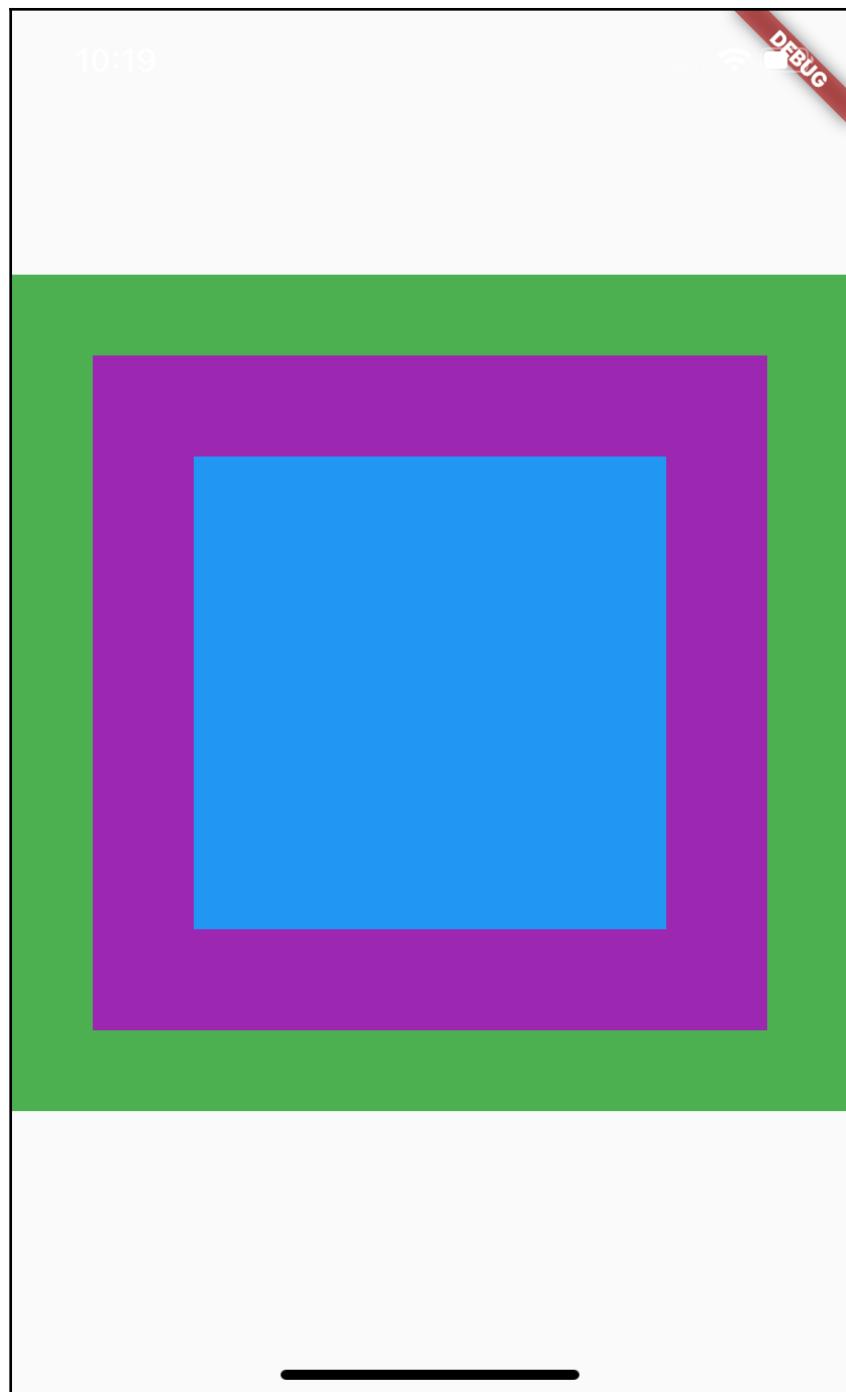
Import library 'package:flutter/cupertino.dart'
Import library 'package:flutter/material.dart'
Import library 'package:flutter/widgets.dart'
Create class 'StatelessWidget'
Create mixin 'StatelessWidget'

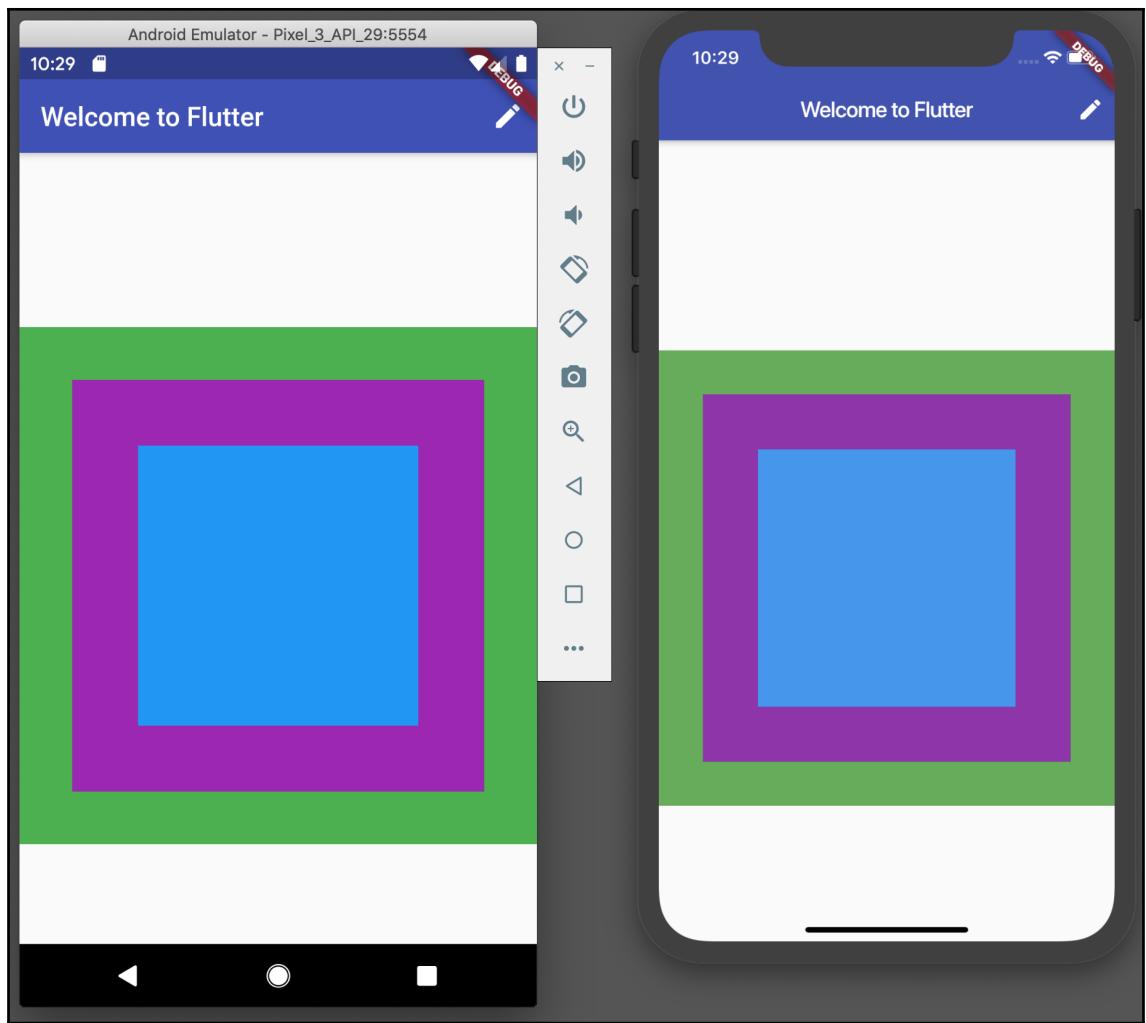


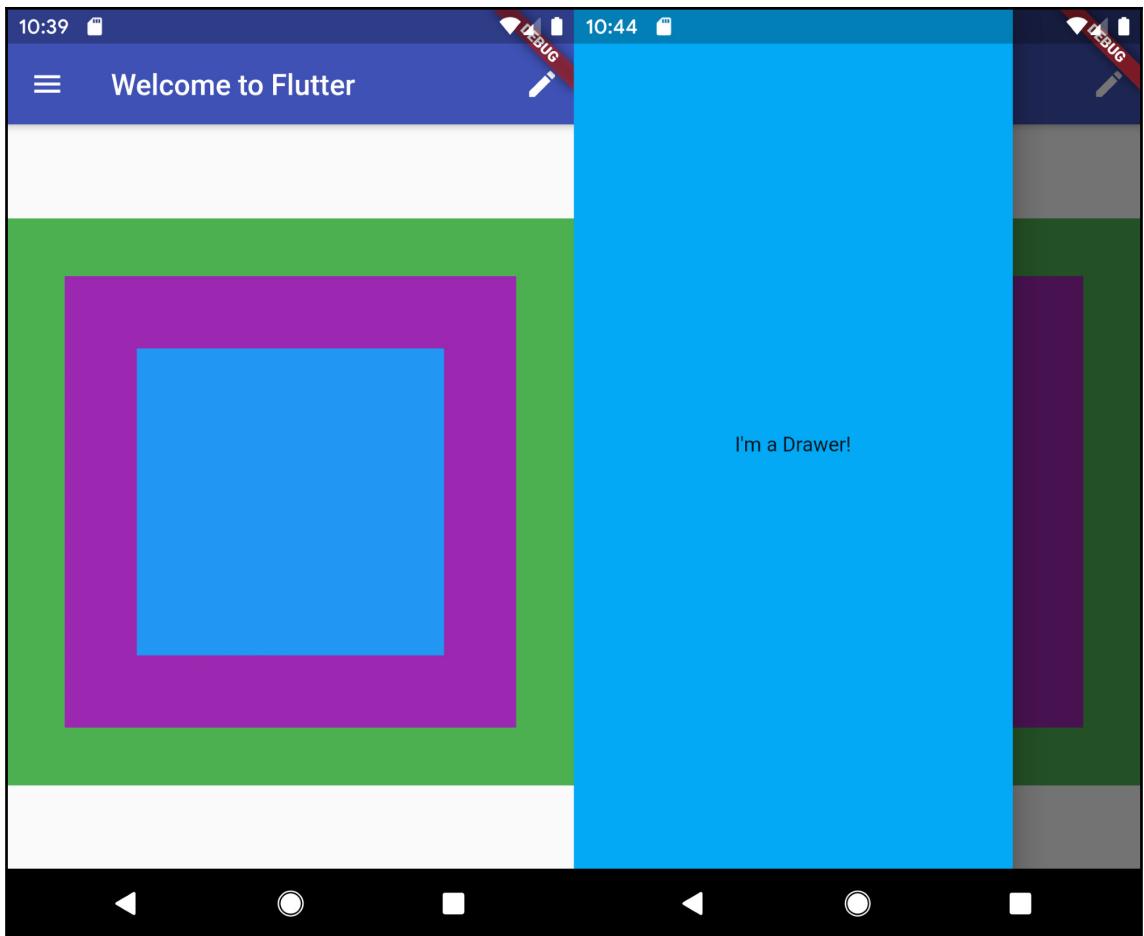


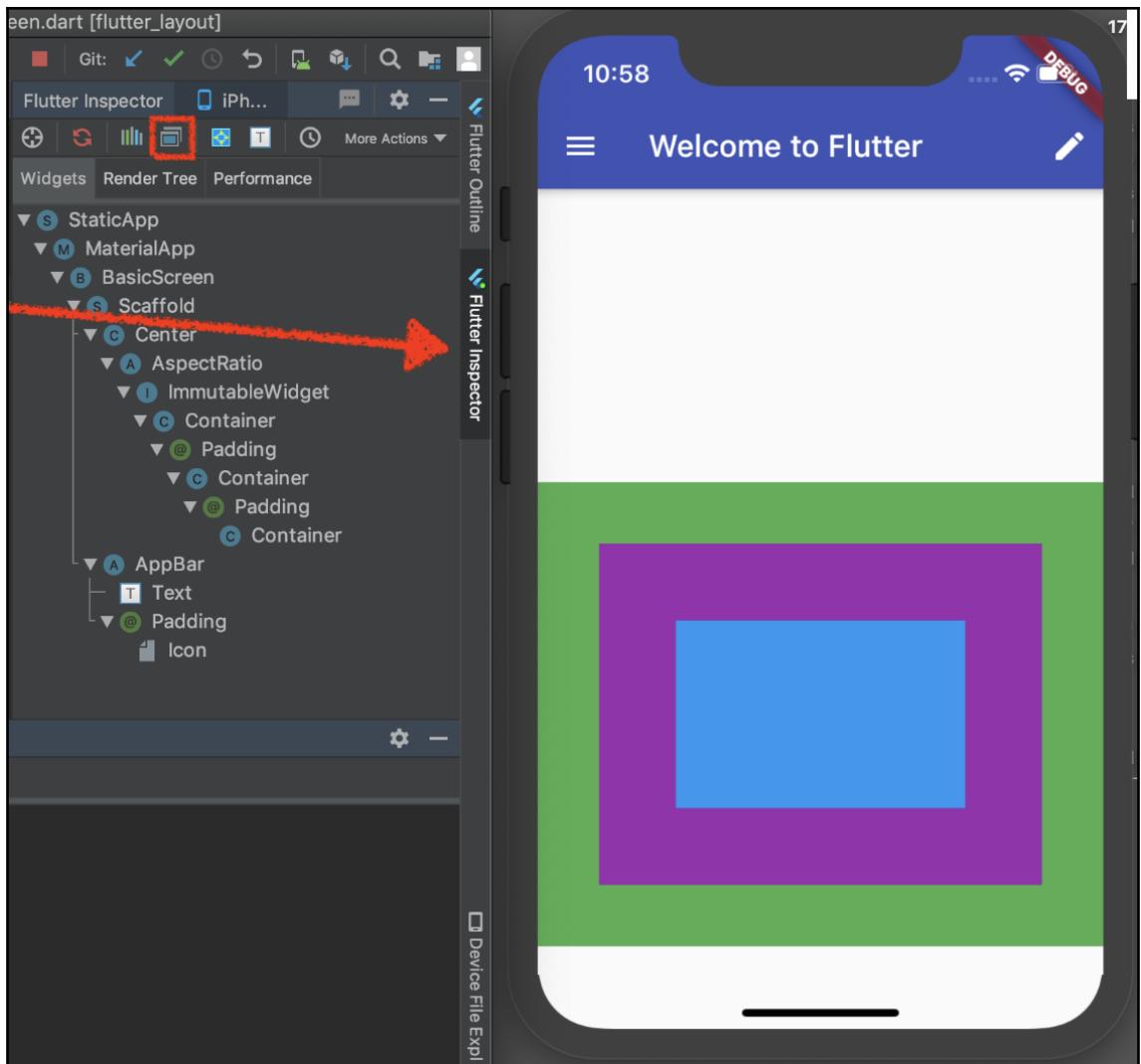


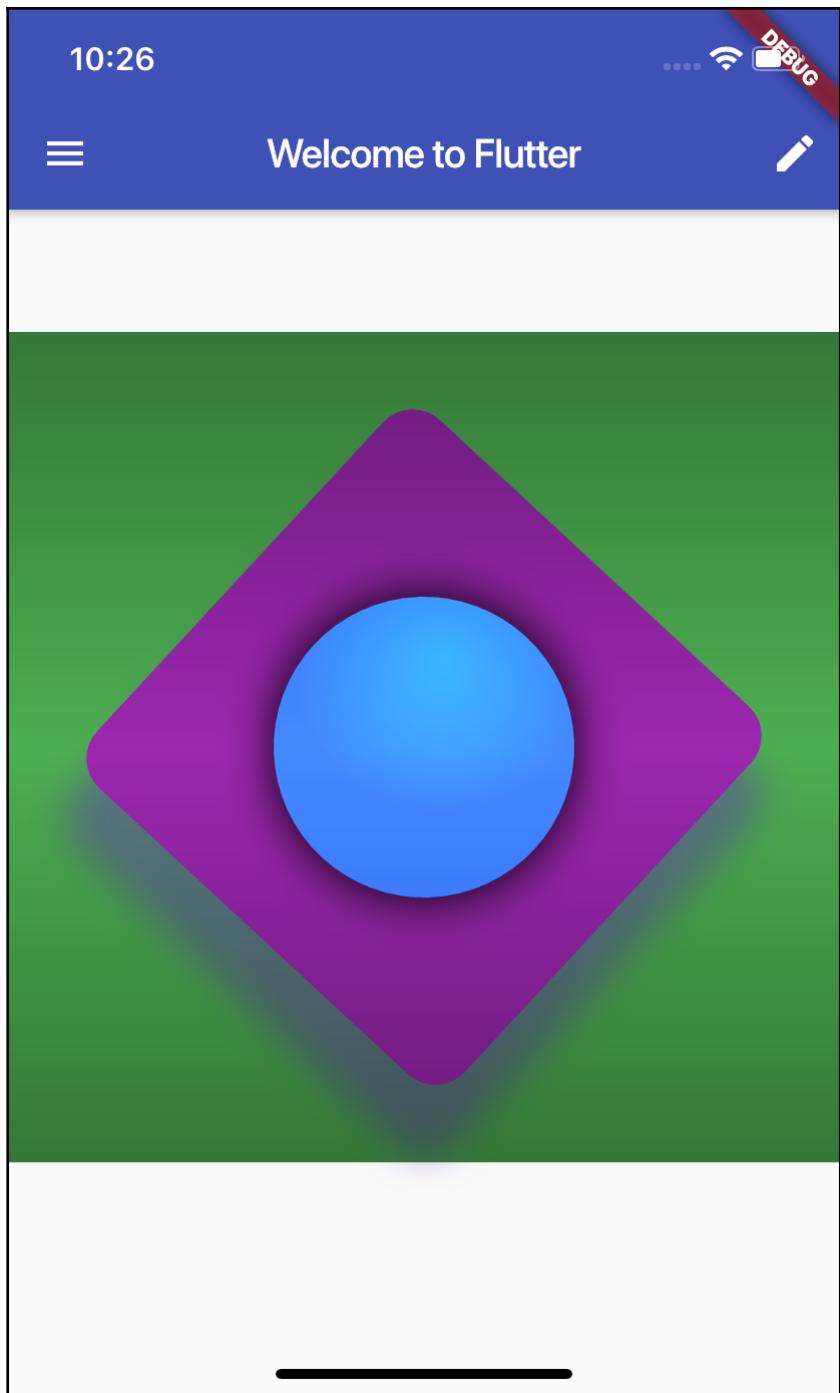


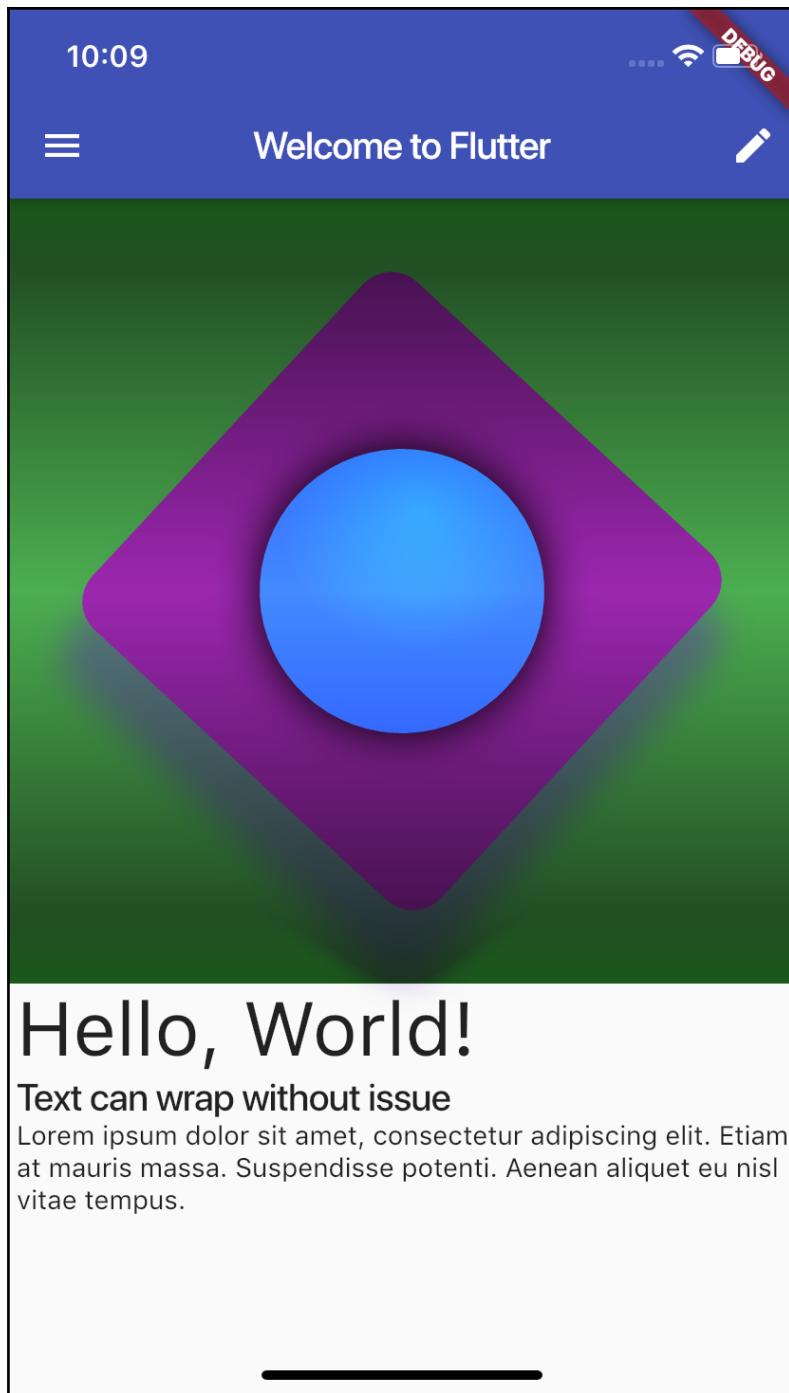


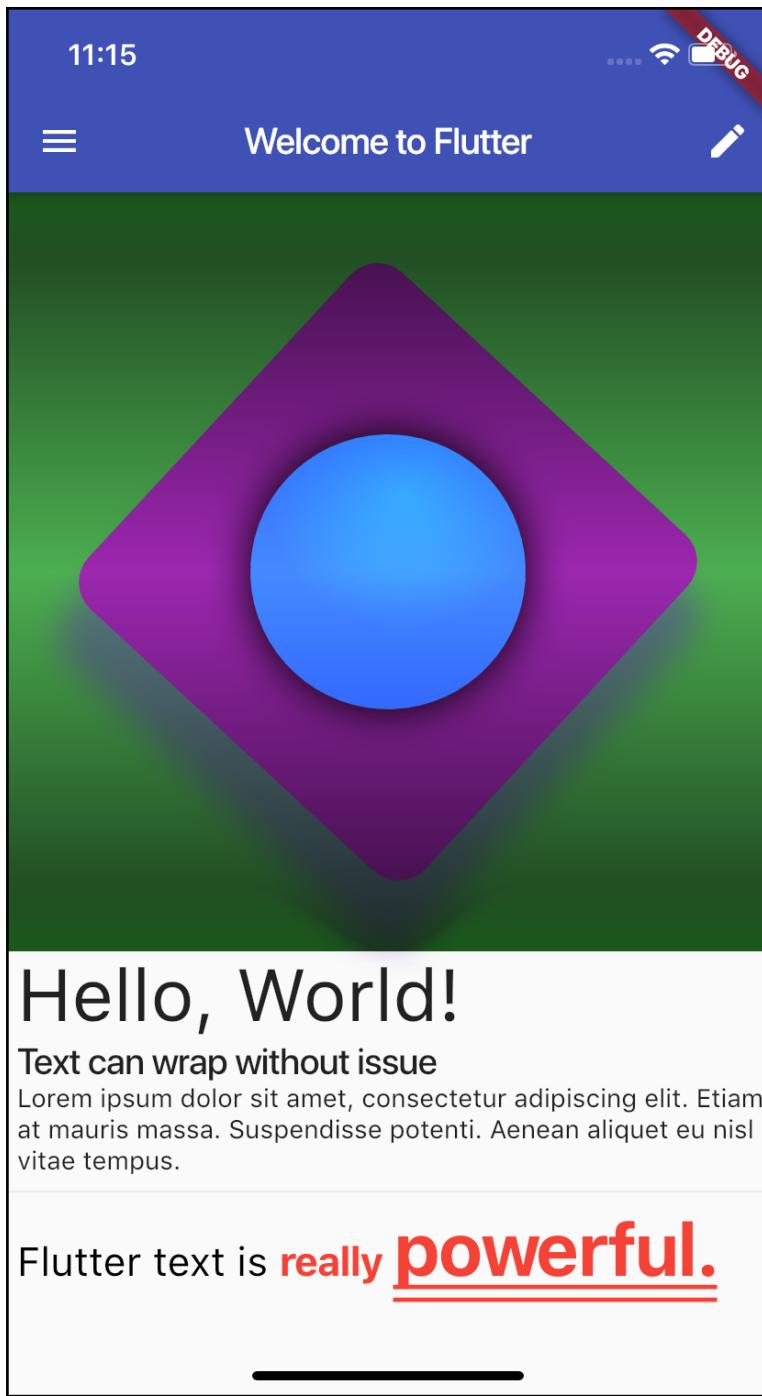




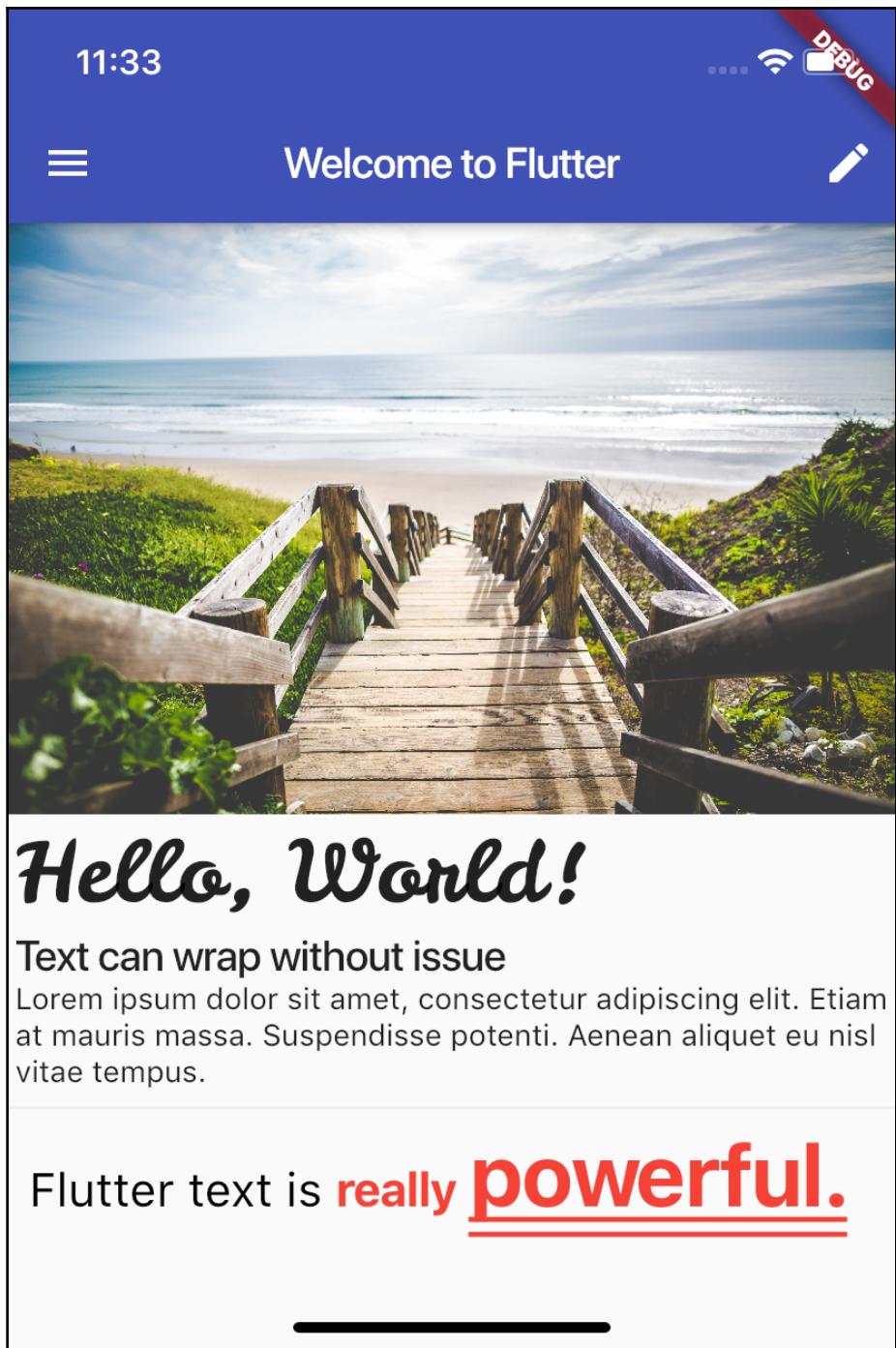




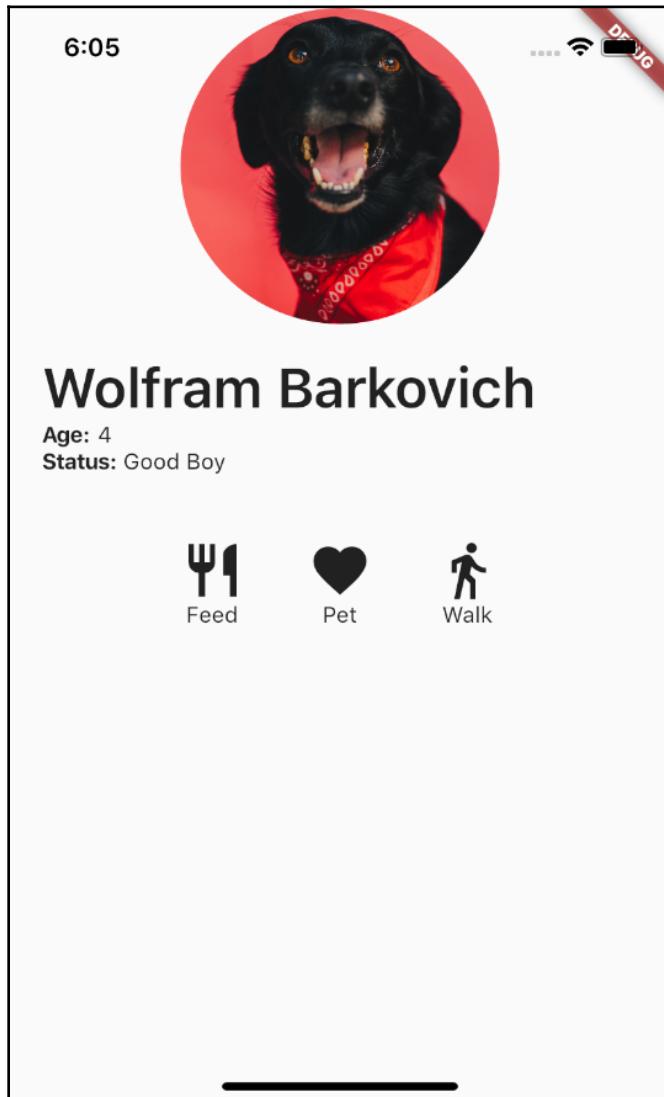


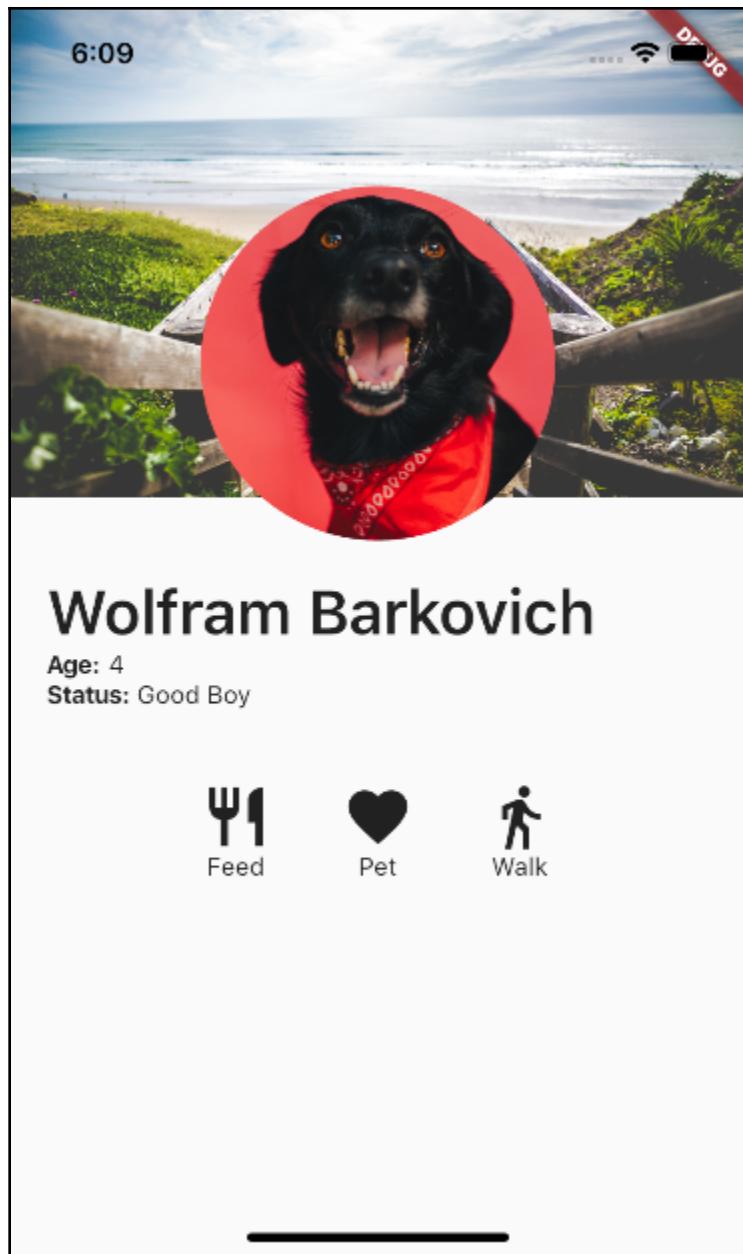


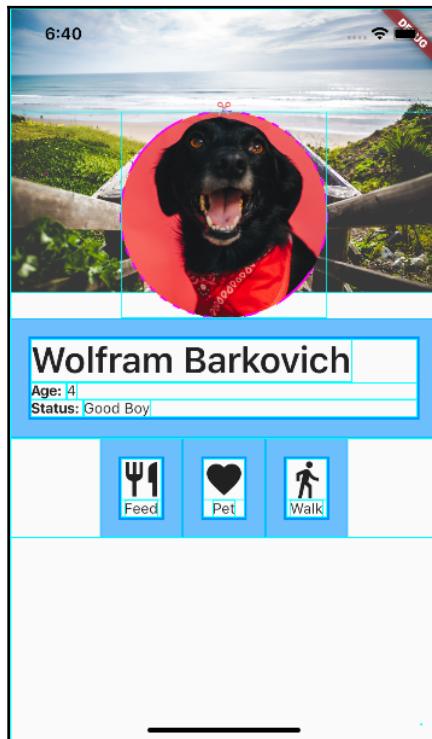
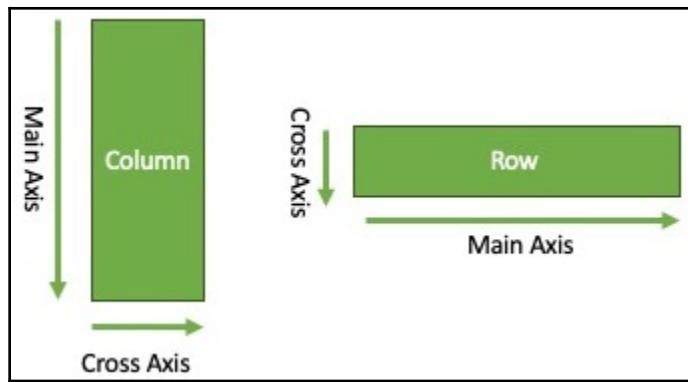


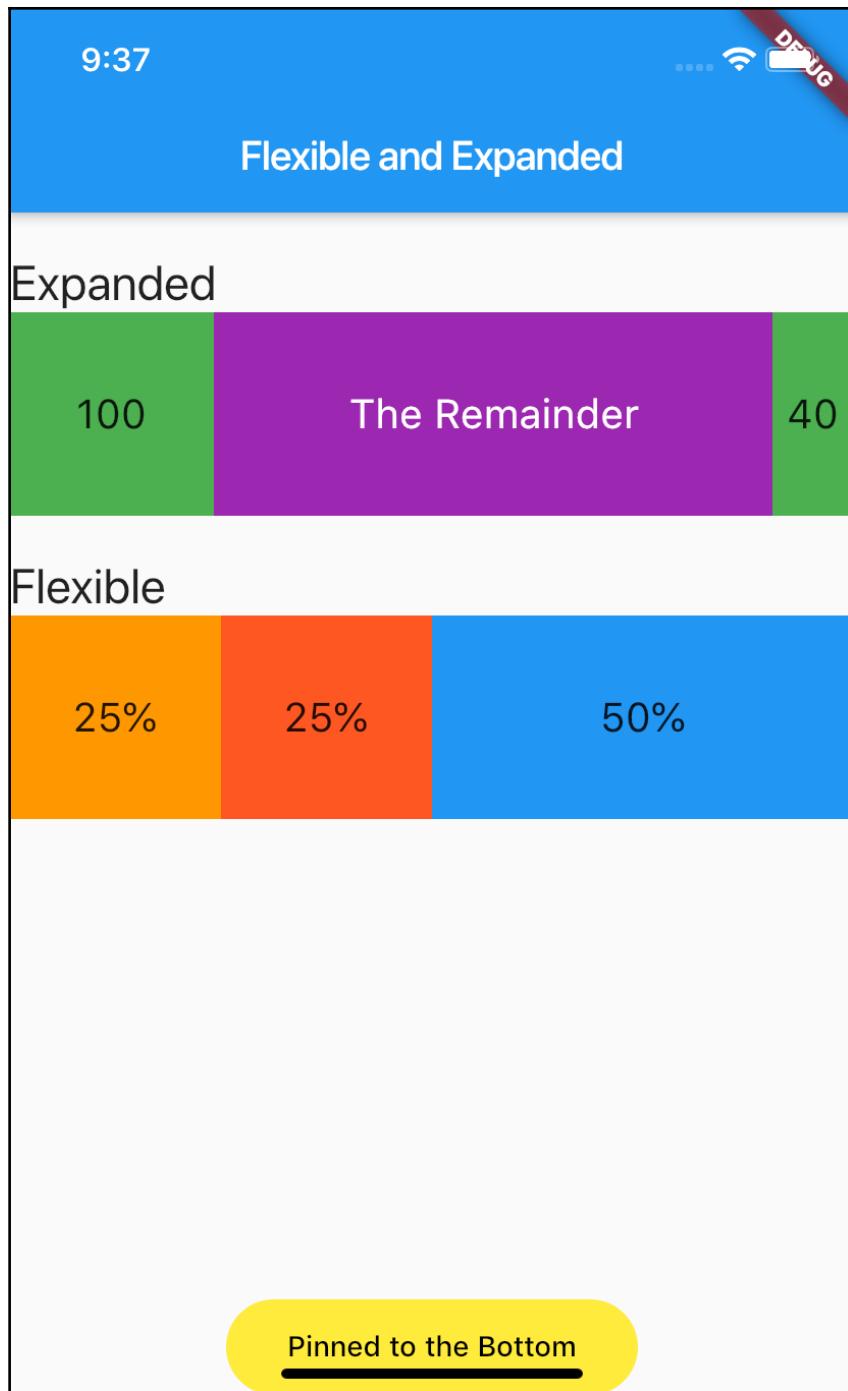


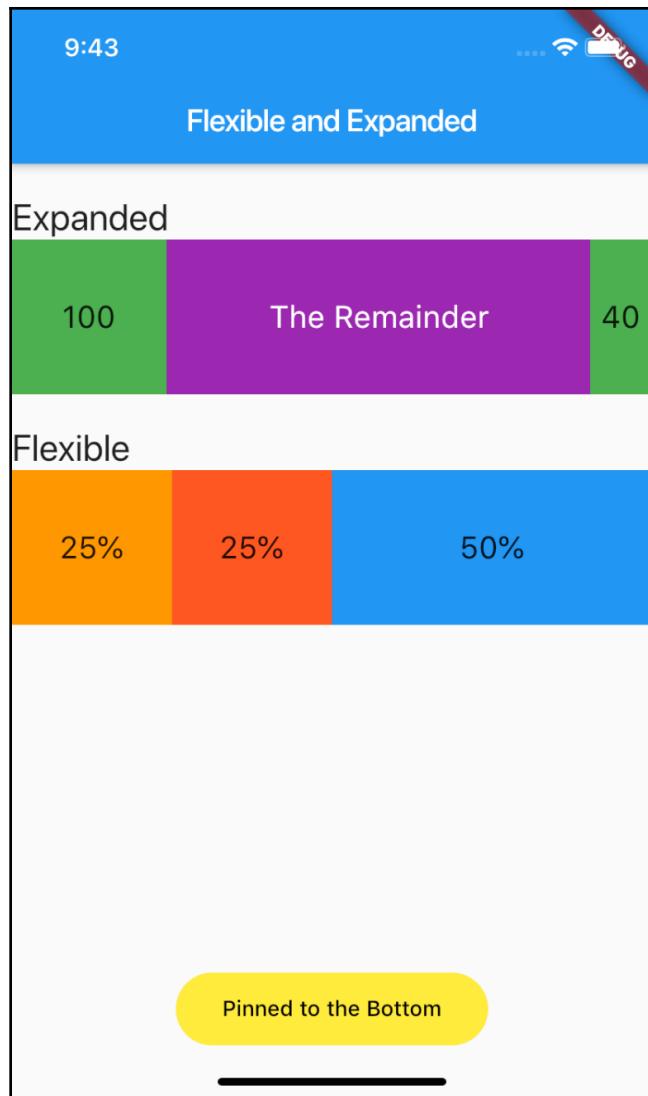
Chapter 4: Mastering Layout and Taming the Widget Tree



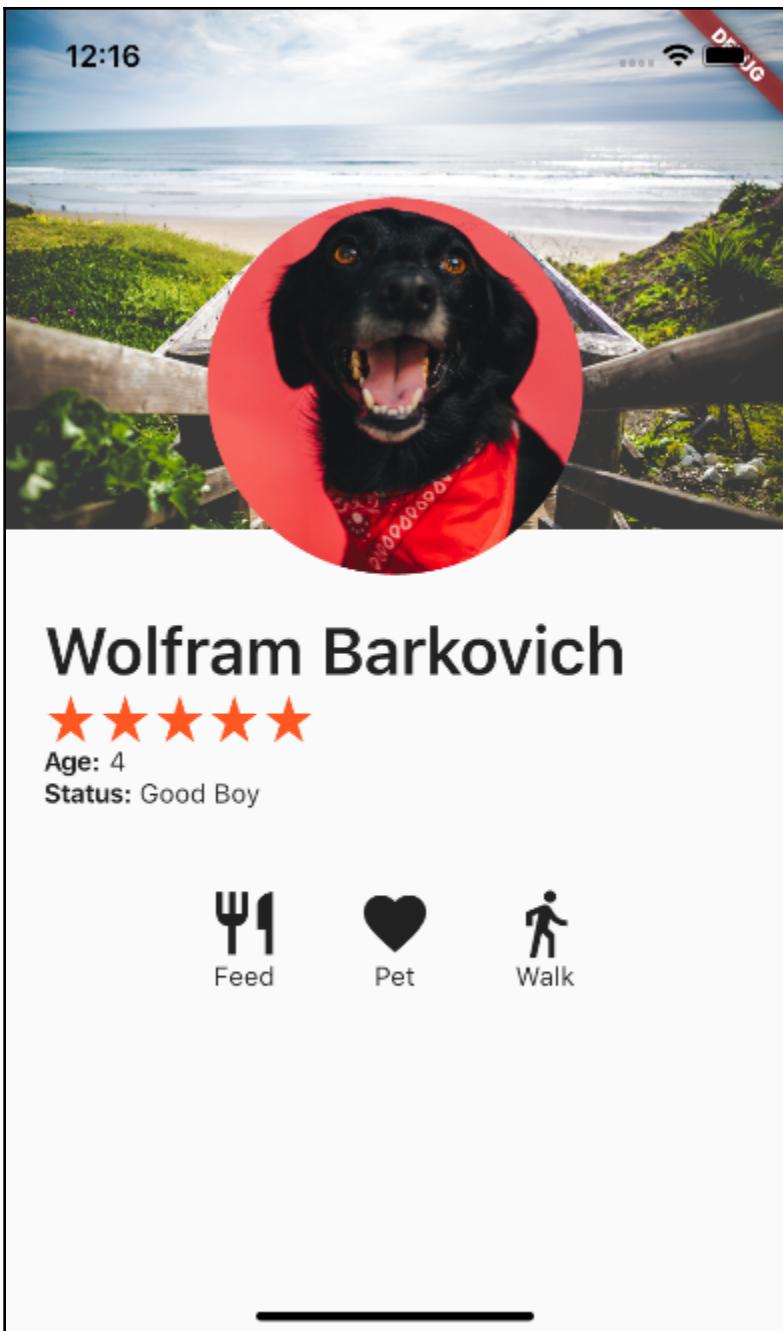








$$Width = ParentWidth - 100 - 40$$



Its all widgets!

7:02



....



```
class DeepTree extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return Scaffold(  
      body: Text('Its all widgets!'),  
    );  
  }  
}
```

The screenshot shows a code editor with Dart code. A code completion dropdown menu is open over the line 'body: Text('Its all widgets!'),'. The menu contains six items: 'Add padding', 'Center widget', 'Wrap with Column', 'Wrap with Container', 'Wrap with Row', and 'Wrap with StreamBuilder'. The 'Center widget' option is highlighted with a blue background.

- ⚡ Add padding
- ⚡ **Center widget**
- ⚡ Wrap with Column
- ⚡ Wrap with Container
- ⚡ Wrap with Row
- ⚡ Wrap with StreamBuilder
- ⚡ Wrap with new widget

```
class DeepTree extends StatelessWidget {  
    @override  
    Widget build(BuildContext context) {  
        return Scaffold(  
            body: Center(  
                child: Column(  
                    mainAxisAlignment: MainAxisAlignment.center,  
                    children: <Widget>[  
                        Text('Its all widgets!'),  
                        Row(  
                              

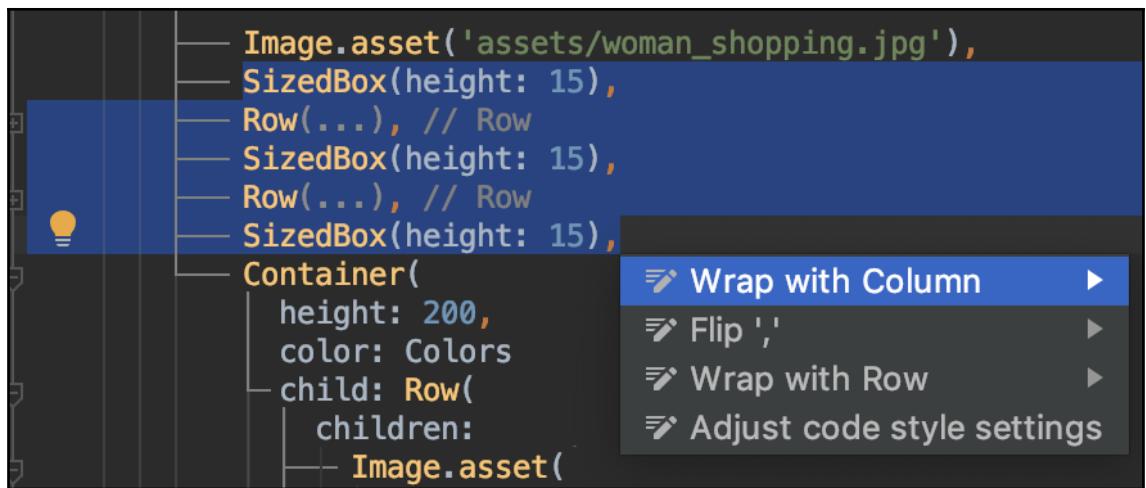

- ⚡ Add padding
- ⚡ Center widget
- ⚡ Move widget down
- ⚡ Move widget up
- ⚡ Replace widget with its children
- ⚡ Wrap with Column
- ⚡ Wrap with Container
- ⚡ Wrap with Row
- ⚡ Wrap with StreamBuilder
- ⚡ Wrap with new widget

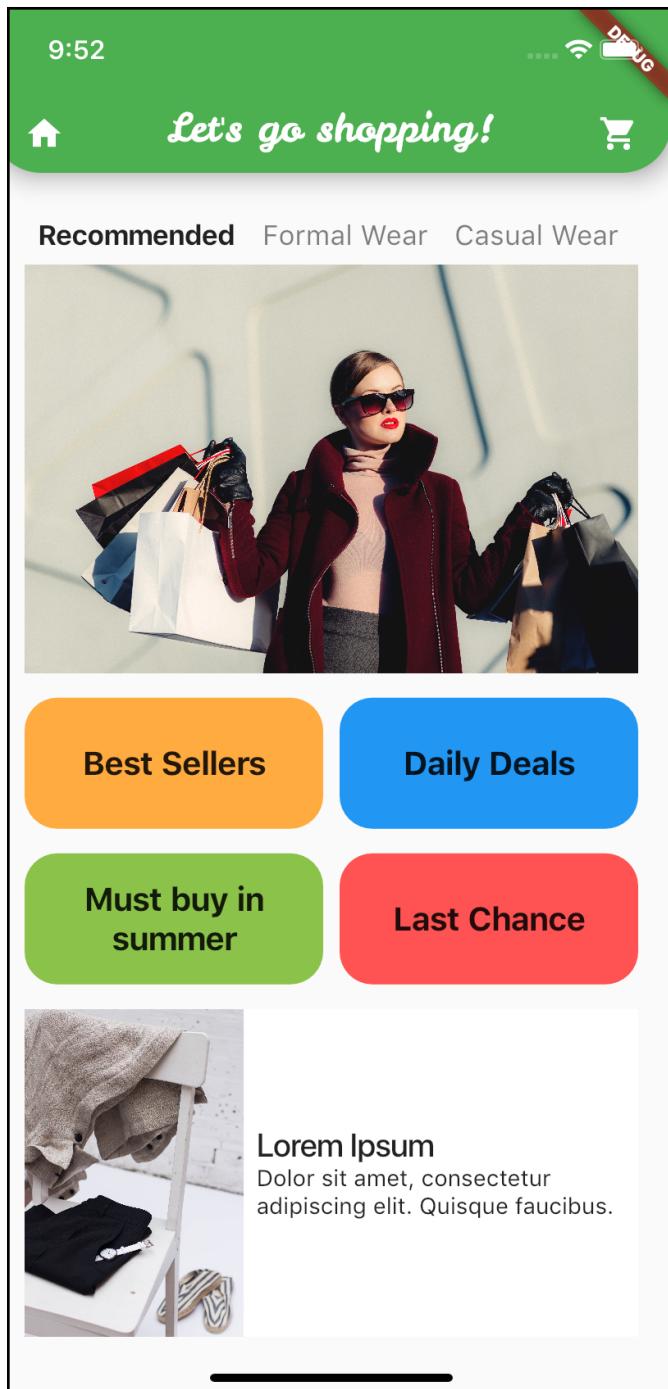
  
                    ],  
                )),  
            ); //  
    }  
}
```

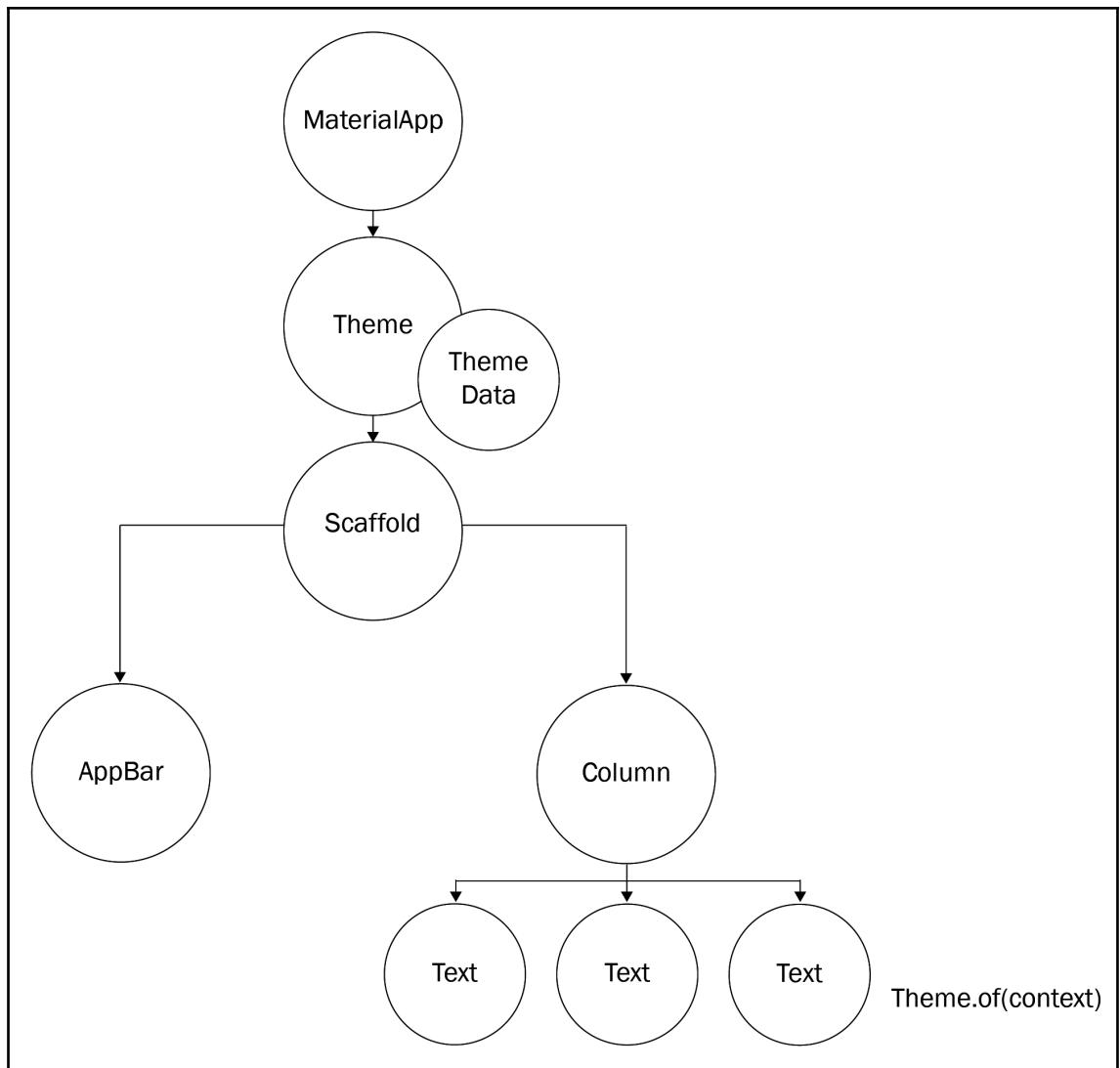
```
class DeepTree extends StatelessWidget {  
    @override  
    Widget build(BuildContext context) {  
        return Scaffold(  
            body: widget(  
                child: Center(  
                    child: Column(  
                        [
```

```
class DeepTree extends StatelessWidget {  
    @override  
    Widget build(BuildContext context) {  
        return Scaffold(  
            body: SafeArea(  
                child: Center(  
                    child: main  
                    child  
                    Row(  
                        [  
                            ],  
                        ), /  
                ),  
            ),  
        );  
    }  
}
```

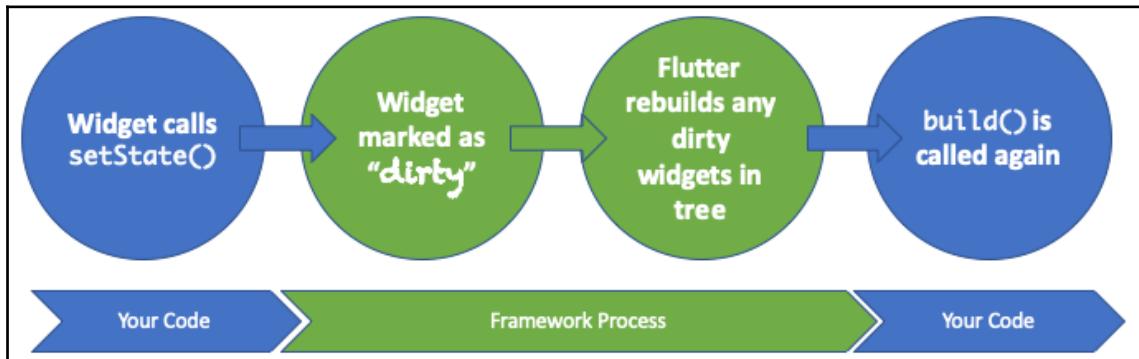
```
14 ┌───────── Image.asset('assets/woman_shopping.jpg'),  
15 ┌───────── SizedBox(height: 15),  
16 ┌───────── Row(  
17 ┌───────── children: <Widget>[  
18 ┌───────── Expanded(  
19 ┌───────── child: Container(  
20 ┌───────── height: 80,
```

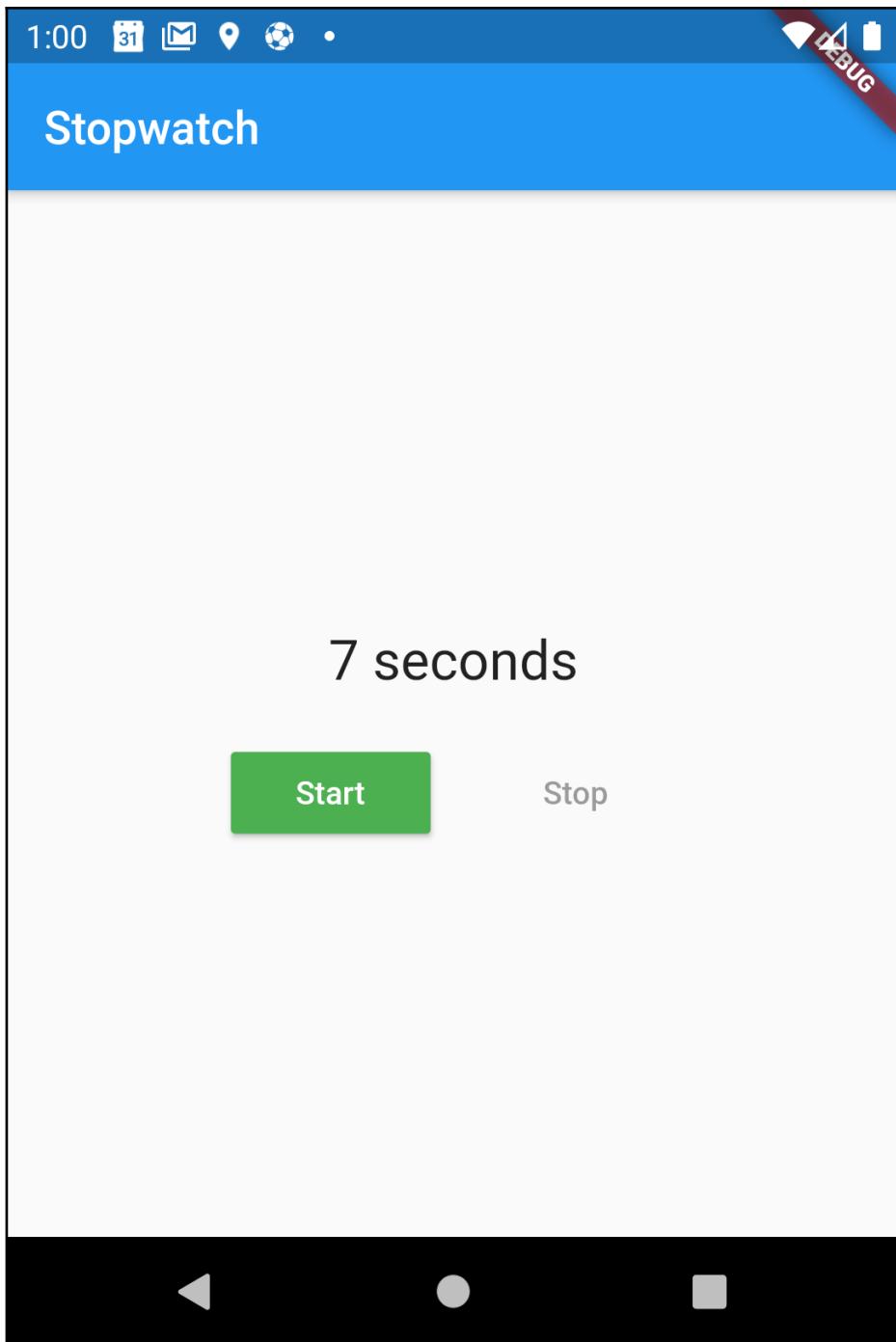


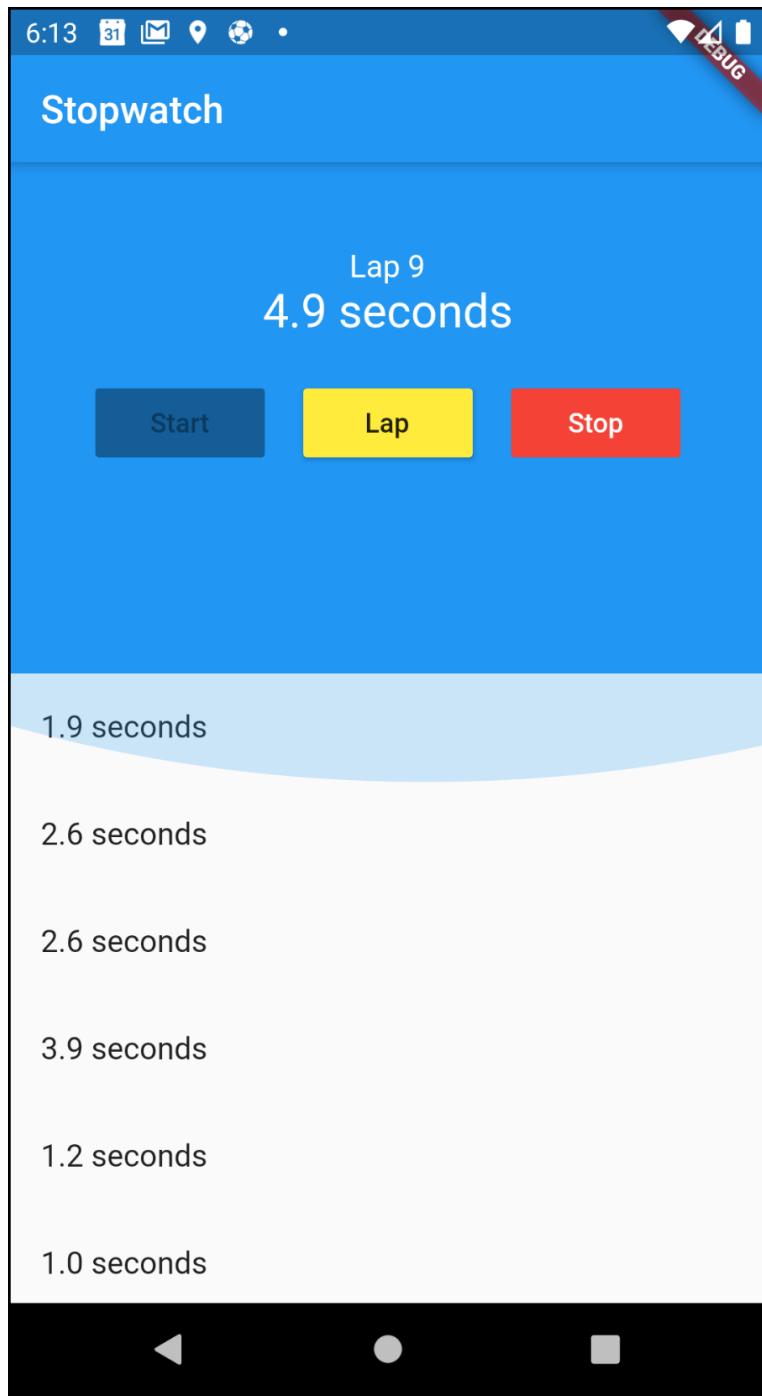




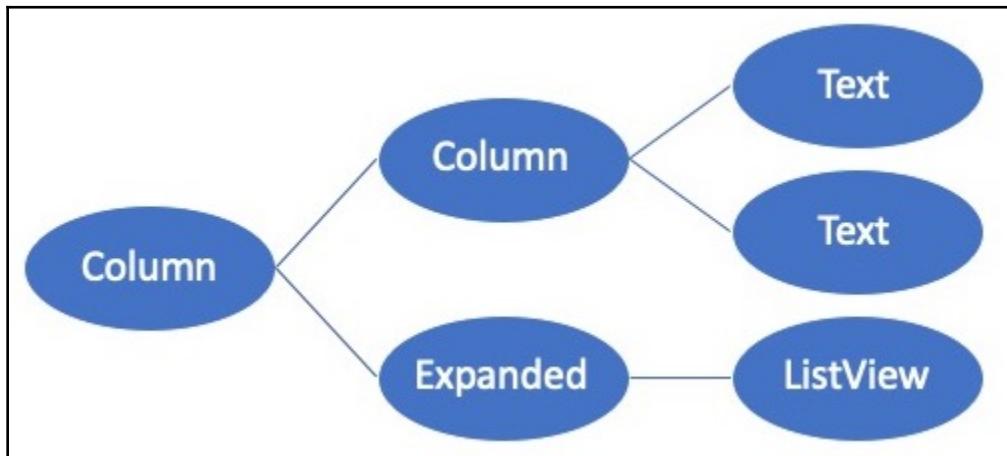
Chapter 5: Adding Interactivity and Navigation to Your App

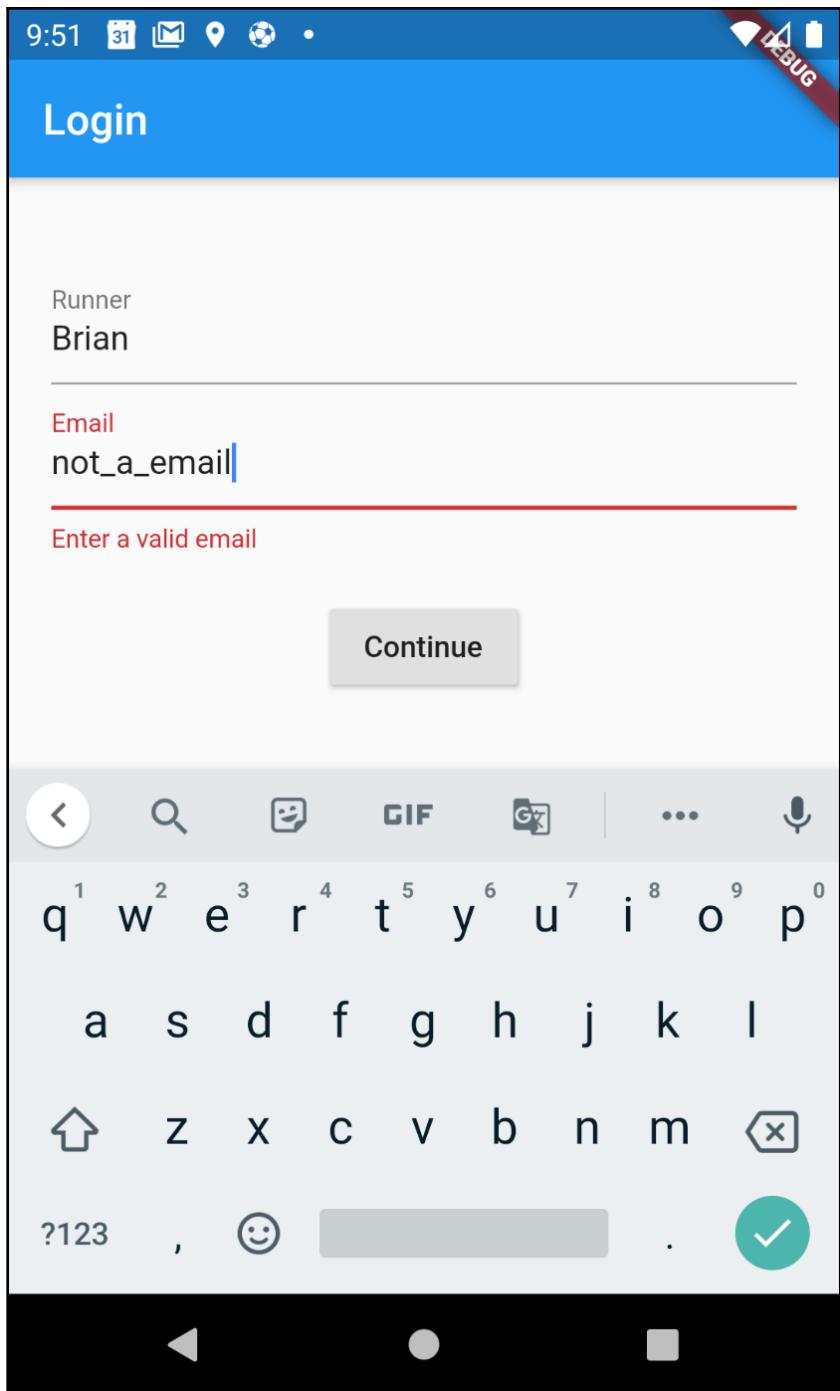






```
I/flutter (28416): ====== EXCEPTION CAUGHT BY RENDERING LIBRARY ======
I/flutter (28416): The following assertion was thrown during performResize():
I/flutter (28416): Vertical viewport was given unbounded height.
I/flutter (28416): Viewports expand in the scrolling direction to fill their container. In this case, a vertical
I/flutter (28416): viewport was given an unlimited amount of vertical space in which to expand. This situation
I/flutter (28416): typically happens when a scrollable widget is nested inside another scrollable widget.
I/flutter (28416): If this widget is always nested in a scrollable widget there is no need to use a viewport because
I/flutter (28416): there will always be enough vertical space for the children. In this case, consider using a Column
I/flutter (28416): instead. Otherwise, consider using the "shrinkWrap" property (or a ShrinkWrappingViewport) to size
I/flutter (28416): the height of the viewport to the sum of the heights of its children.
I/flutter (28416):
I/flutter (28416): When the exception was thrown, this was the stack:
I/flutter (28416): #0      RenderViewport.performResize.<anonymous closure> (package:flutter/src/rendering/viewport.dart:1147:15)
I/flutter (28416): #1      RenderViewport.performResize (package:flutter/src/rendering/viewport.dart:1200:6)
I/flutter (28416): #2      RenderObject.layout (package:flutter/src/rendering/object.dart:1604:9)
```





Android

Android Default Alert

Uh Oh, something has gone wrong!

[Close](#)

iOS

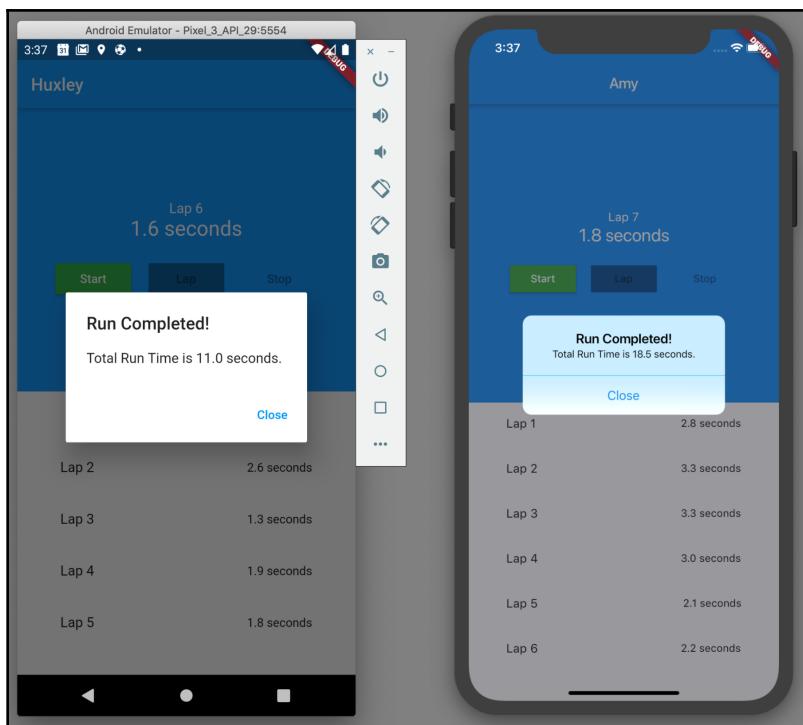
iOS Default Alert

Uh Oh, something has gone wrong!

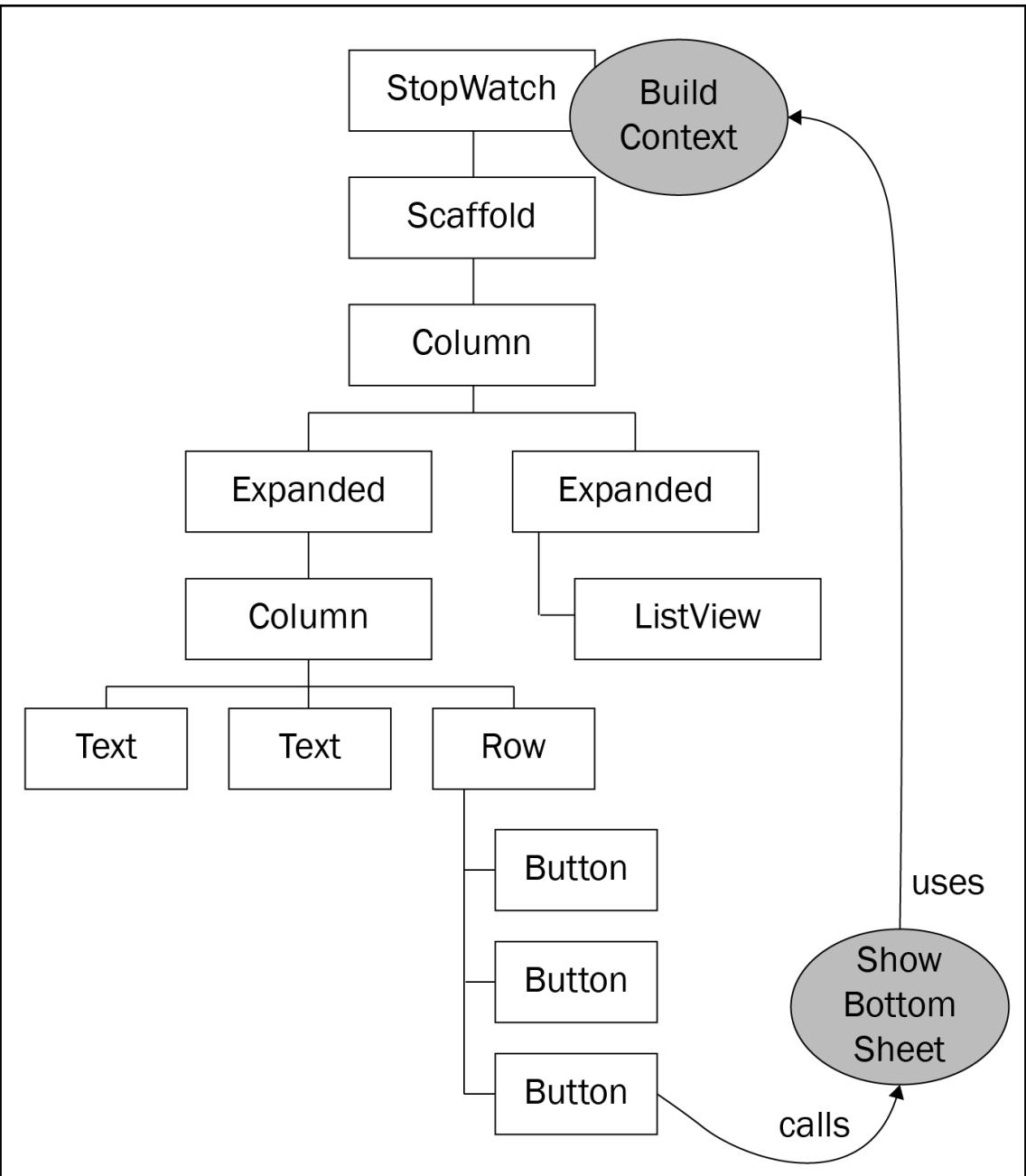
[Close](#)

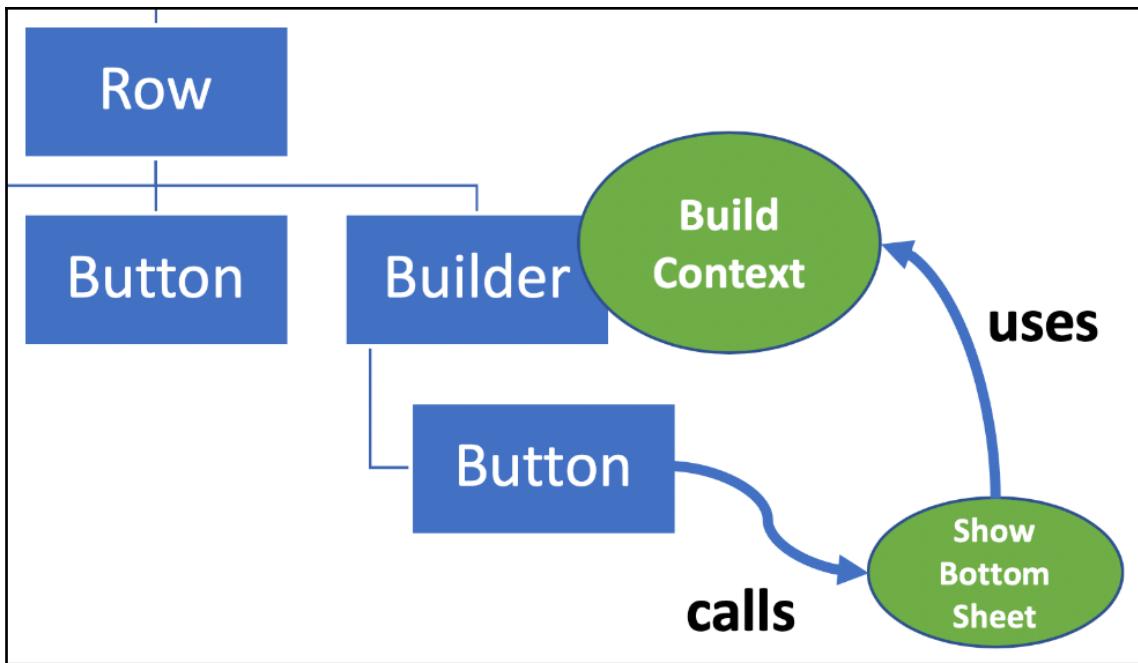
Material Design

Cupertino Design

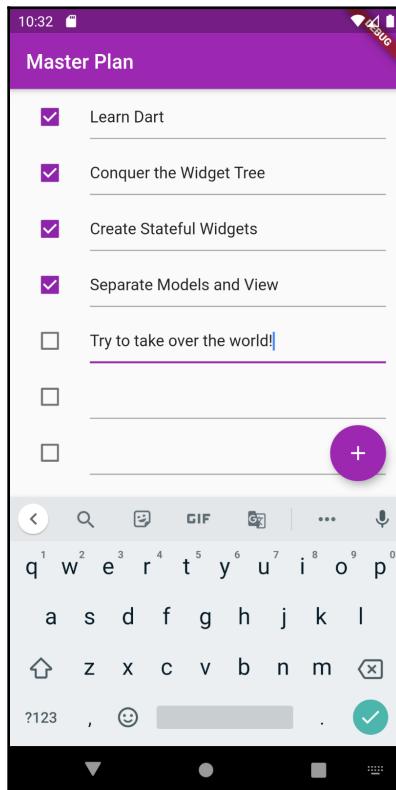
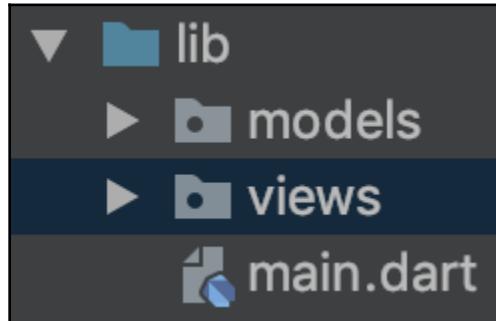


```
flutter: ==| EXCEPTION CAUGHT BY GESTURE |=====
flutter: The following assertion was thrown while handling a gesture:
flutter: No Scaffold widget found.
flutter: StopWatch widgets require a Scaffold widget ancestor.
flutter: The specific widget that could not find a Scaffold ancestor was:
flutter:   StopWatch
flutter: The ownership chain for the affected widget is:
flutter:   StopWatch ← Semantics ← Builder ← RepaintBoundary-[GlobalKey#a3f68] ← IgnorePointer ← Stack ←
flutter:   CupertinoBackGestureDetector<dynamic> ← DecoratedBox ← DecoratedBoxTransition ←
flutter: FractionalTranslation ← ...
flutter: Typically, the Scaffold widget is introduced by the MaterialApp or WidgetsApp widget at the top of
flutter: your application widget tree.
flutter:
flutter: When the exception was thrown, this was the stack:
flutter: #0    debugCheckHasScaffold.<anonymous closure> (package:flutter/src/material/debug.dart:149:7)
flutter: #1    debugCheckHasScaffold (package:flutter/src/material/debug.dart:161:4)
flutter: #2    showBottomSheet (package:flutter/src/material/bottom_sheet.dart:481:10)
flutter: #3    StopWatchState._stopTimer (package:stopwatch/stopwatch.dart:142:9)
flutter: #4    StopWatchState._buildControls.<anonymous closure> (package:stopwatch/stopwatch.dart:101:40)
flutter: #5    _InkResponseState._handleTap (package:flutter/src/material/ink_well.dart:635:14)
flutter: #6    _InkResponseState.build.<anonymous closure> (package:flutter/src/material/ink_well.dart:711:32)
flutter: #7    GestureRecognizer.invokeCallback (package:flutter/src/gestures/recognizer.dart:182:24)
flutter: #8    TapGestureRecognizer._checkUp (package:flutter/src/gestures/tap.dart:365:11)
flutter: #9    TapGestureRecognizer.handlePrimaryPointer (package:flutter/src/gestures/tap.dart:275:7)
flutter: #10   PrimaryPointerGestureRecognizer.handleEvent (package:flutter/src/gestures/recognizer.dart:455:9)
flutter: #11   PointerRouter._dispatch (package:flutter/src/gestures/pointer_router.dart:75:13)
flutter: #12   PointerRouter.route (package:flutter/src/gestures/pointer_router.dart:102:11)
flutter: #13   WidgetsFlutterBinding&BindingBase&GestureBinding.handleEvent (package:flutter/src/gestures/binding.dart:218:19)
flutter: #14   WidgetsFlutterBinding&BindingBase&GestureBinding.dispatchEvent (package:flutter/src/gestures/binding.dart:198:22)
flutter: #15   WidgetsFlutterBinding&BindingBase&GestureBinding._handlePointerEvent (package:flutter/src/gestures/binding.dart:156:7)
flutter: #16   WidgetsFlutterBinding&BindingBase&GestureBinding._flushPointerEventQueue (package:flutter/src/gestures/binding.dart:102:7)
flutter: #17   WidgetsFlutterBinding&BindingBase&GestureBinding._handlePointerDataPacket (package:flutter/src/gestures/binding.dart:86:7)
flutter: #21   _invoke1 (dart:ui/hooks.dart:250:10)
flutter: #22   _dispatchPointerDataPacket (dart:ui/hooks.dart:159:5)
flutter: (elided 3 frames from package dart:async)
flutter:
flutter: Handler: "onTap"
flutter: Recognizer:
flutter:   TapGestureRecognizer#f56db
flutter: =====
```





Chapter 6: Basic State Management



9:50



Master Plans

Add a plan

Try to take over the world

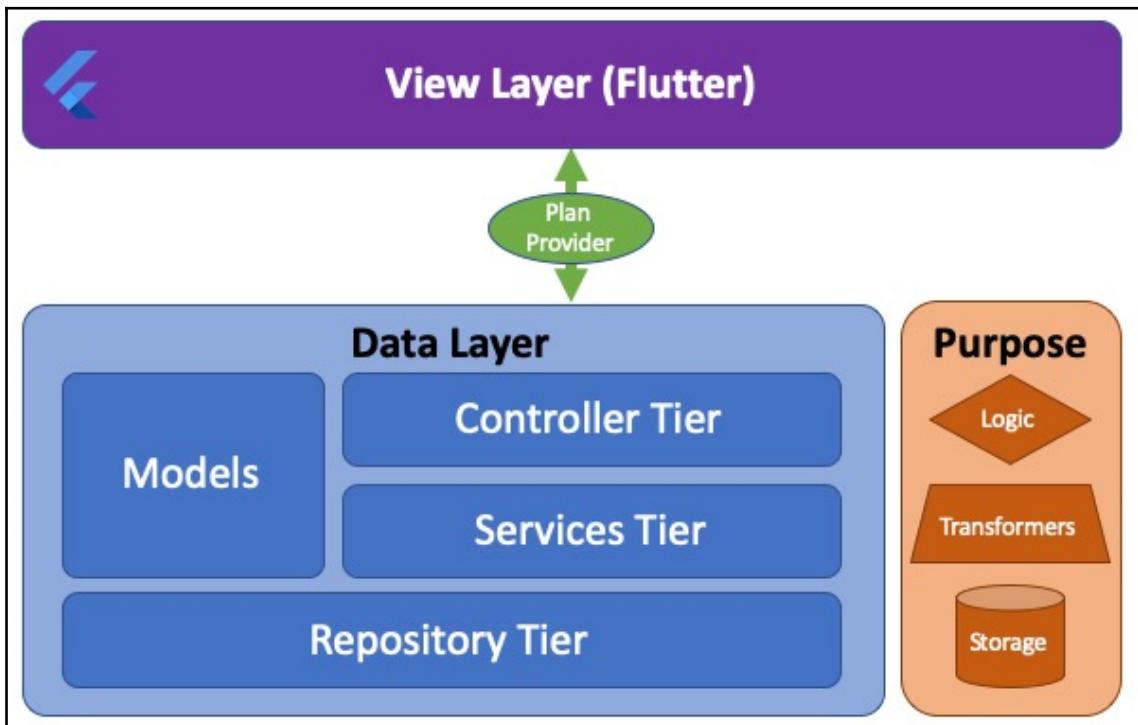
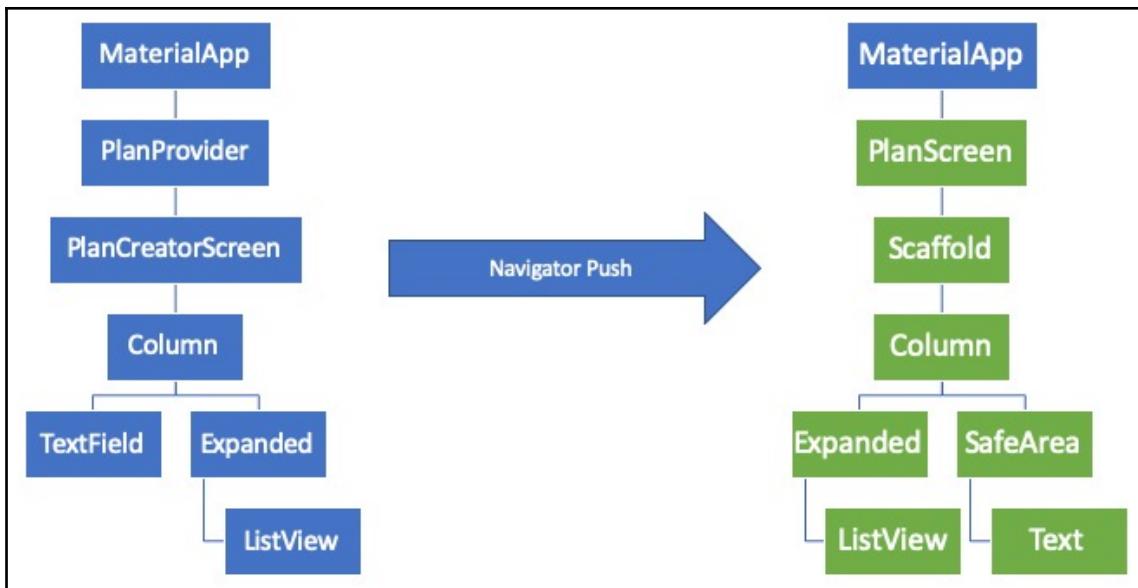
1 out of 3 tasks

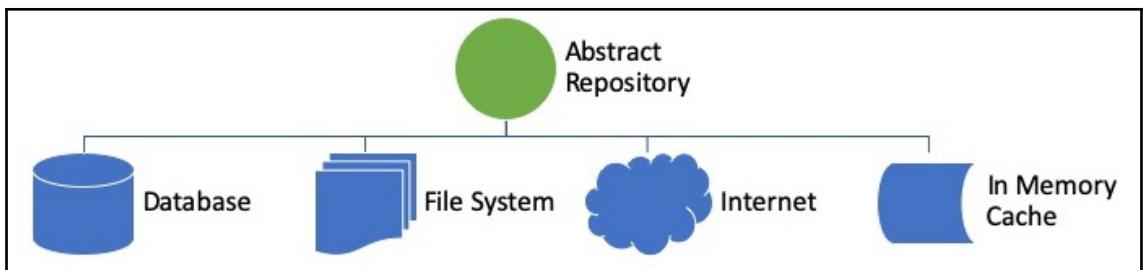
Invent New Form of Cheese

0 out of 14 tasks

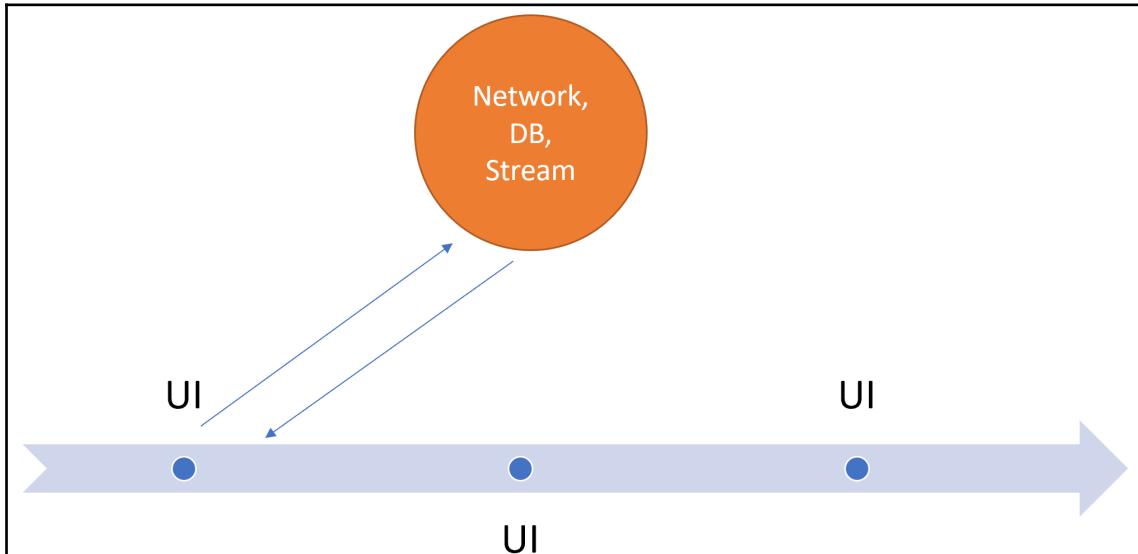
Learn Flutter

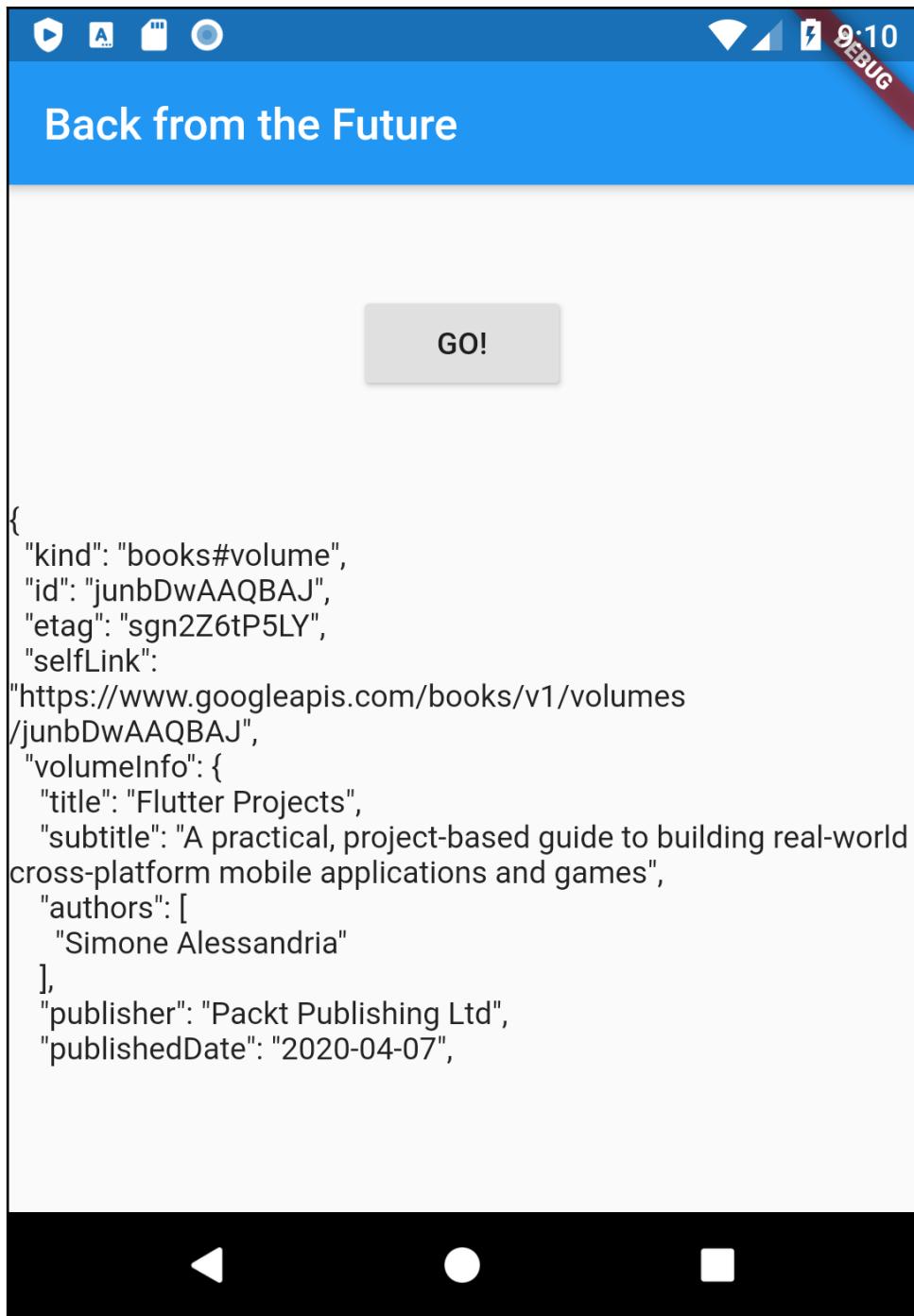
6 out of 14 tasks





Chapter 7: The Future is Now: Introduction to Asynchronous Programming





```
//Future with then
```

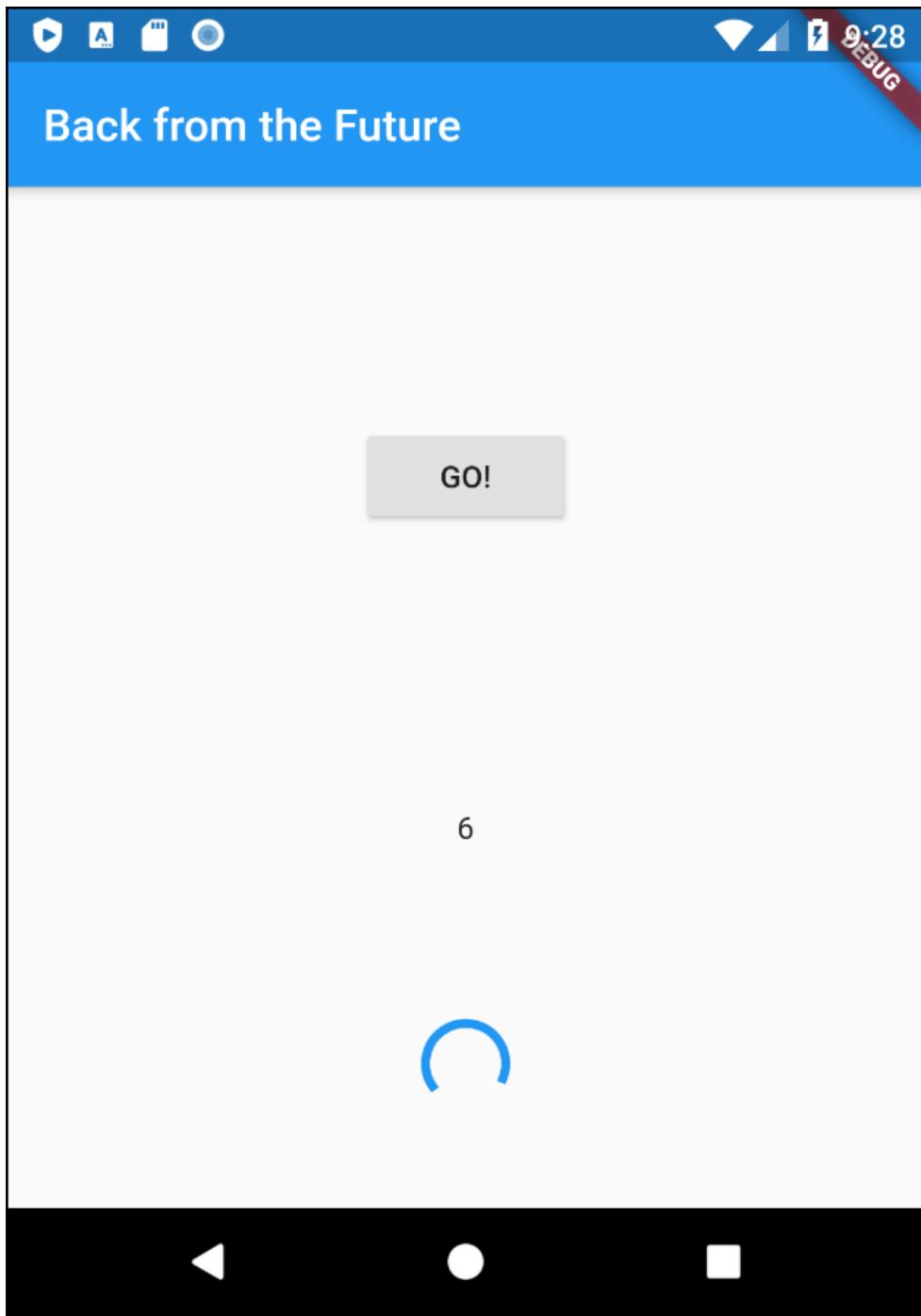
```
Future<Response> getData() {  
    String url = https://myaddress.com';  
    return http.get(url);  
}
```

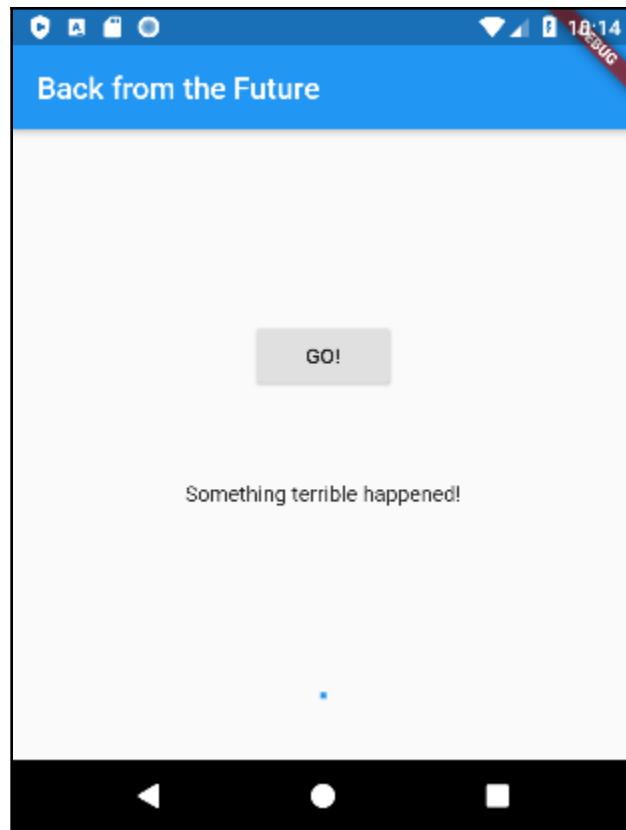
```
void someMethod() {  
  
    getData()  
        .then((value) {  
            //do something with value  
        });  
  
}
```

```
//Future with async / await
```

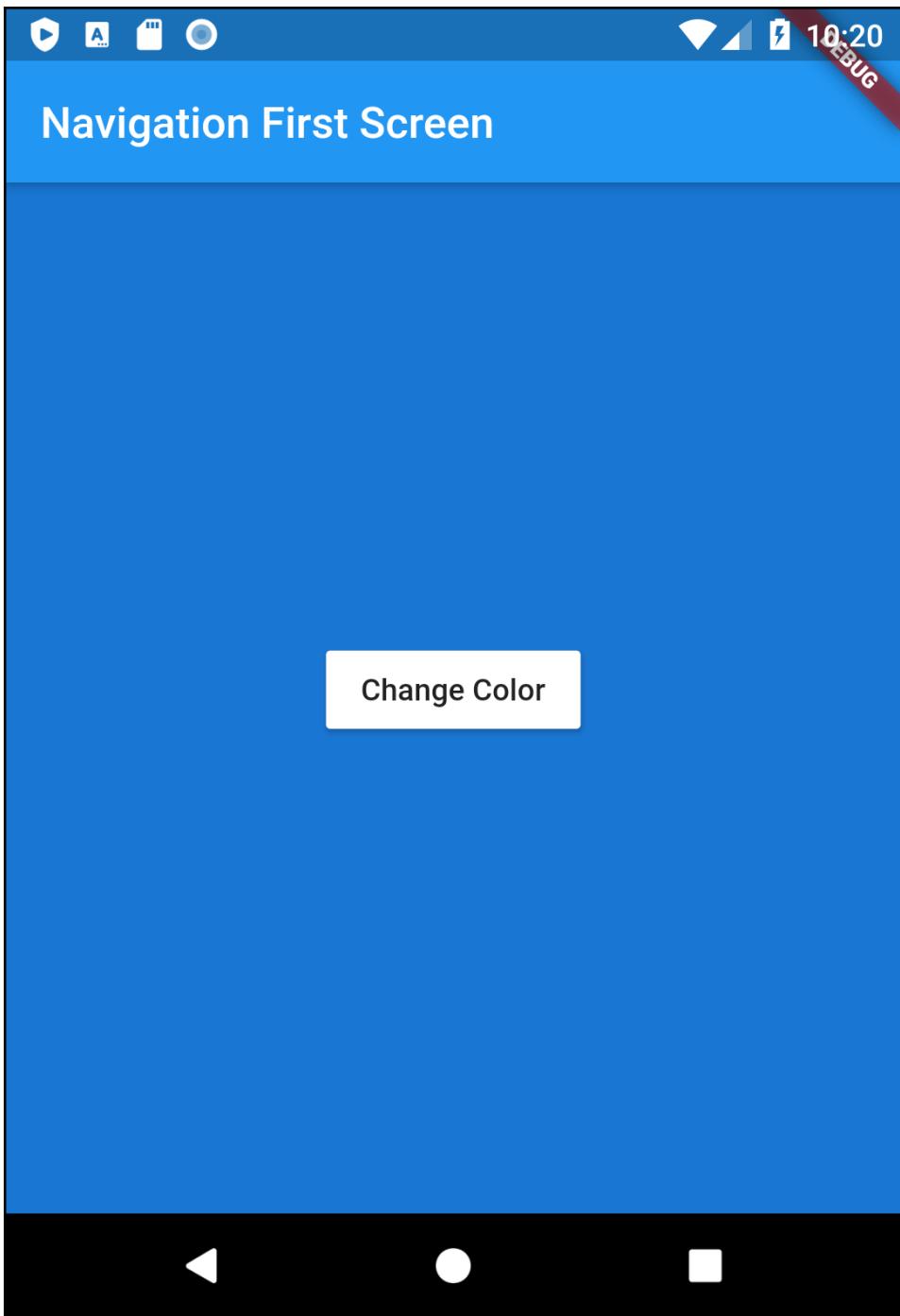
```
Future<Response> getData() {  
    String url = https://myaddress.com';  
    return http.get(url);  
}
```

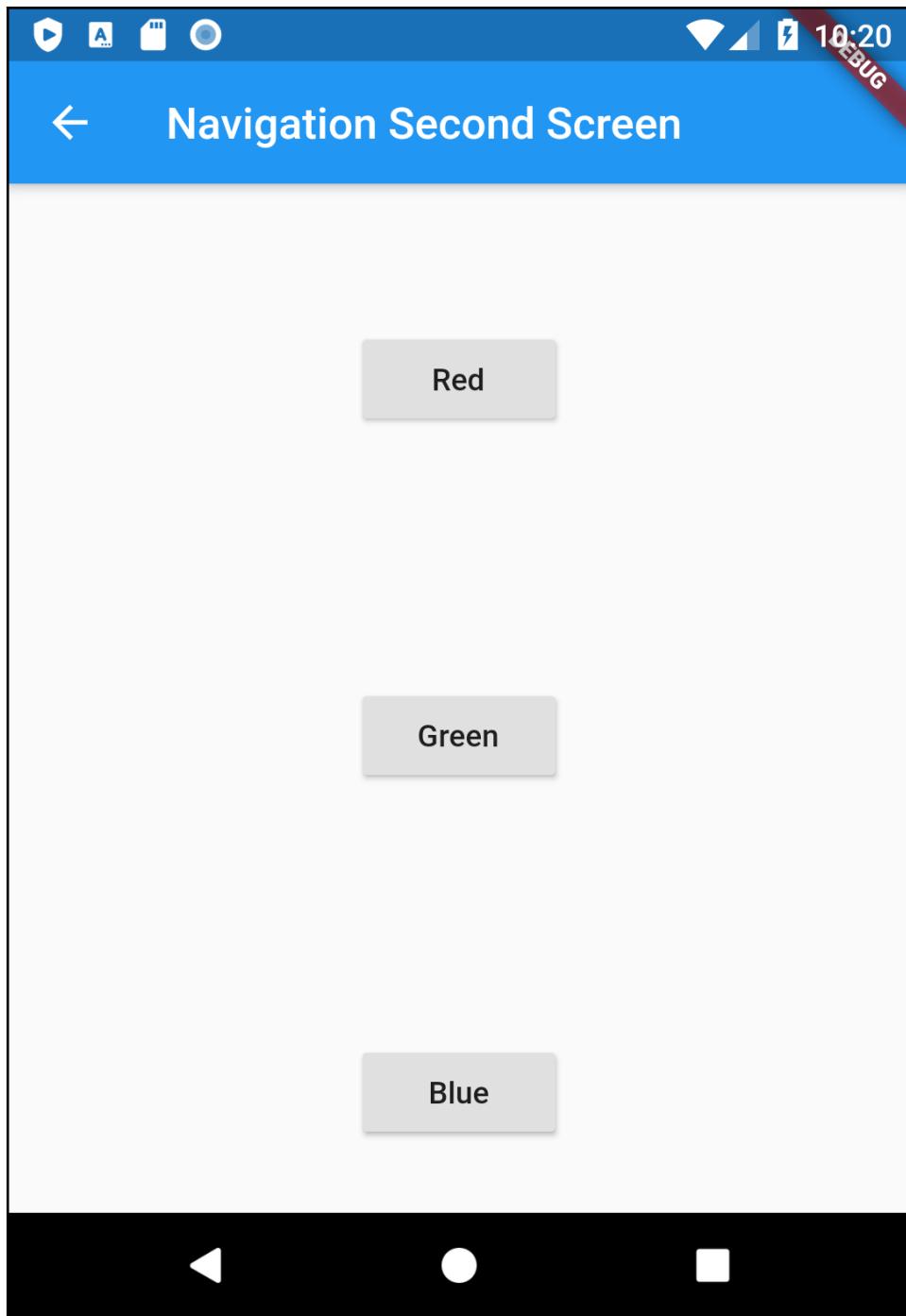
```
Future someMethod() async {  
  
    var value = await getData();  
    //do something with value  
}
```

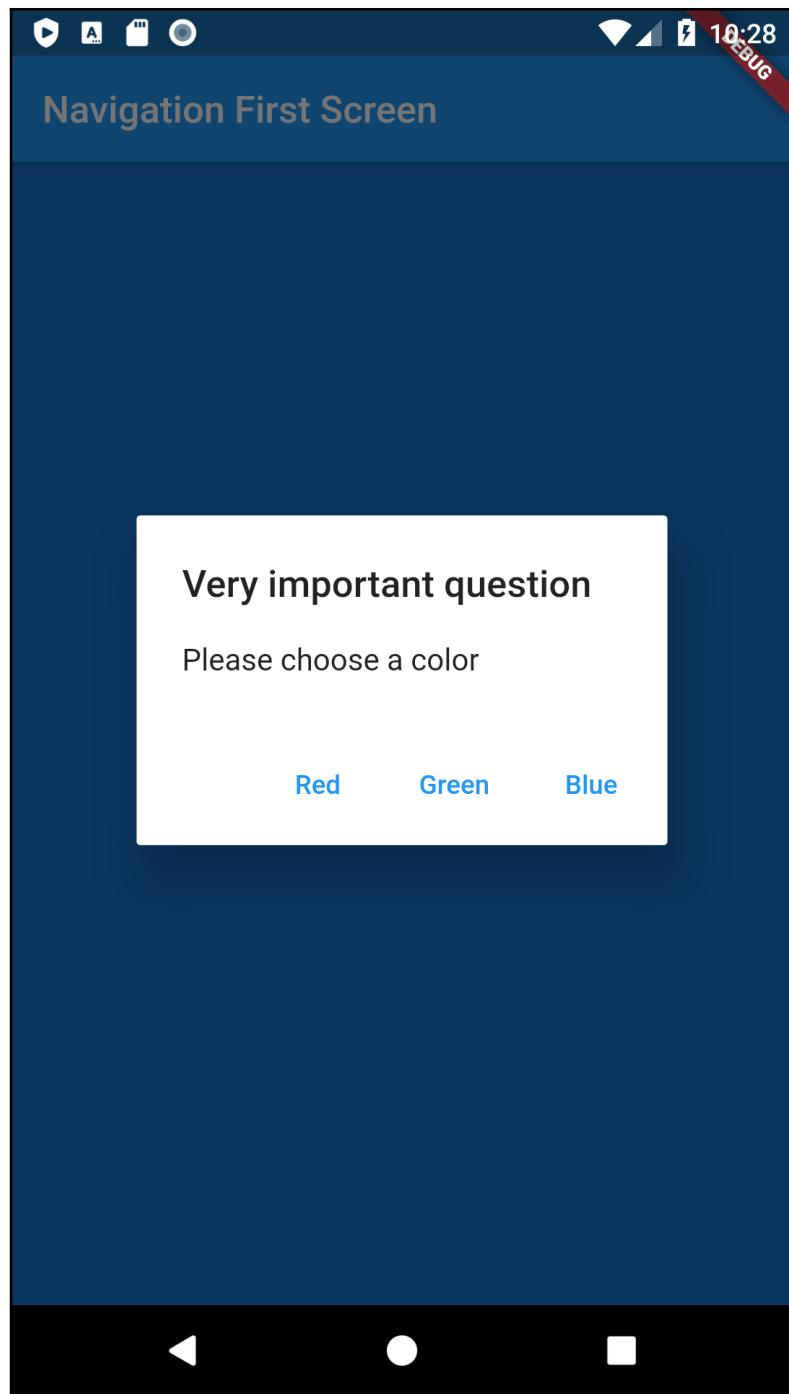




```
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE  
I/flutter (27854): Complete
```







Chapter 8: Data Persistence and Communicating with the Internet

```
[  
 {  
   "id": 1,  
   "pizzaName": "Margherita",  
   "description": "Pizza with tomato, fresh  
 mozzarella and basil",  
   "price": 8.75,  
   "imageUrl": "images/margherita.png"  
 },  
 {  
   "id": 2,  
   "pizzaName": "Marinara",  
   "description": "Pizza with tomato, garlic  
 and oregano",  
   "price": 7.50,  
   "imageUrl": "images/marinara.png"  
 }  
 ]
```

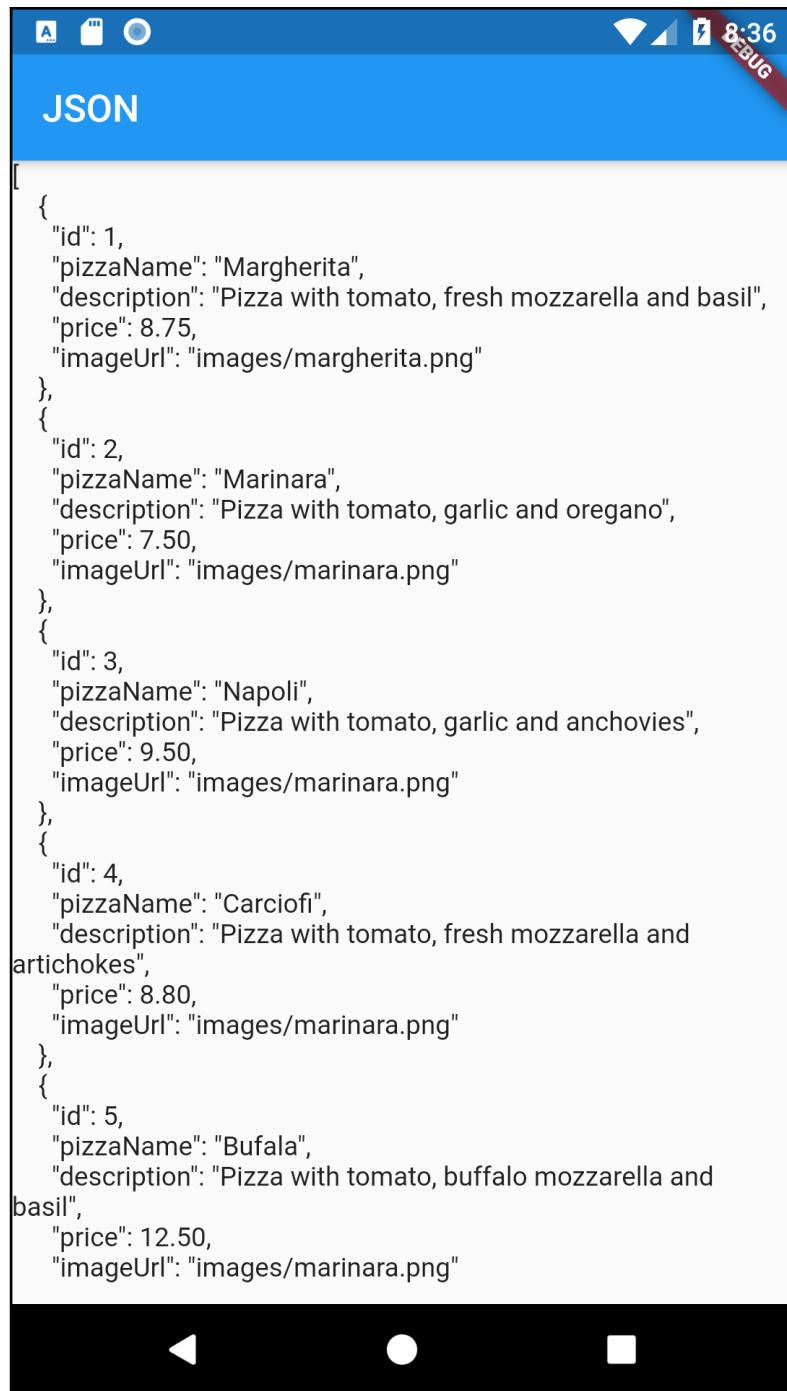
Opening square bracket: begin array / list

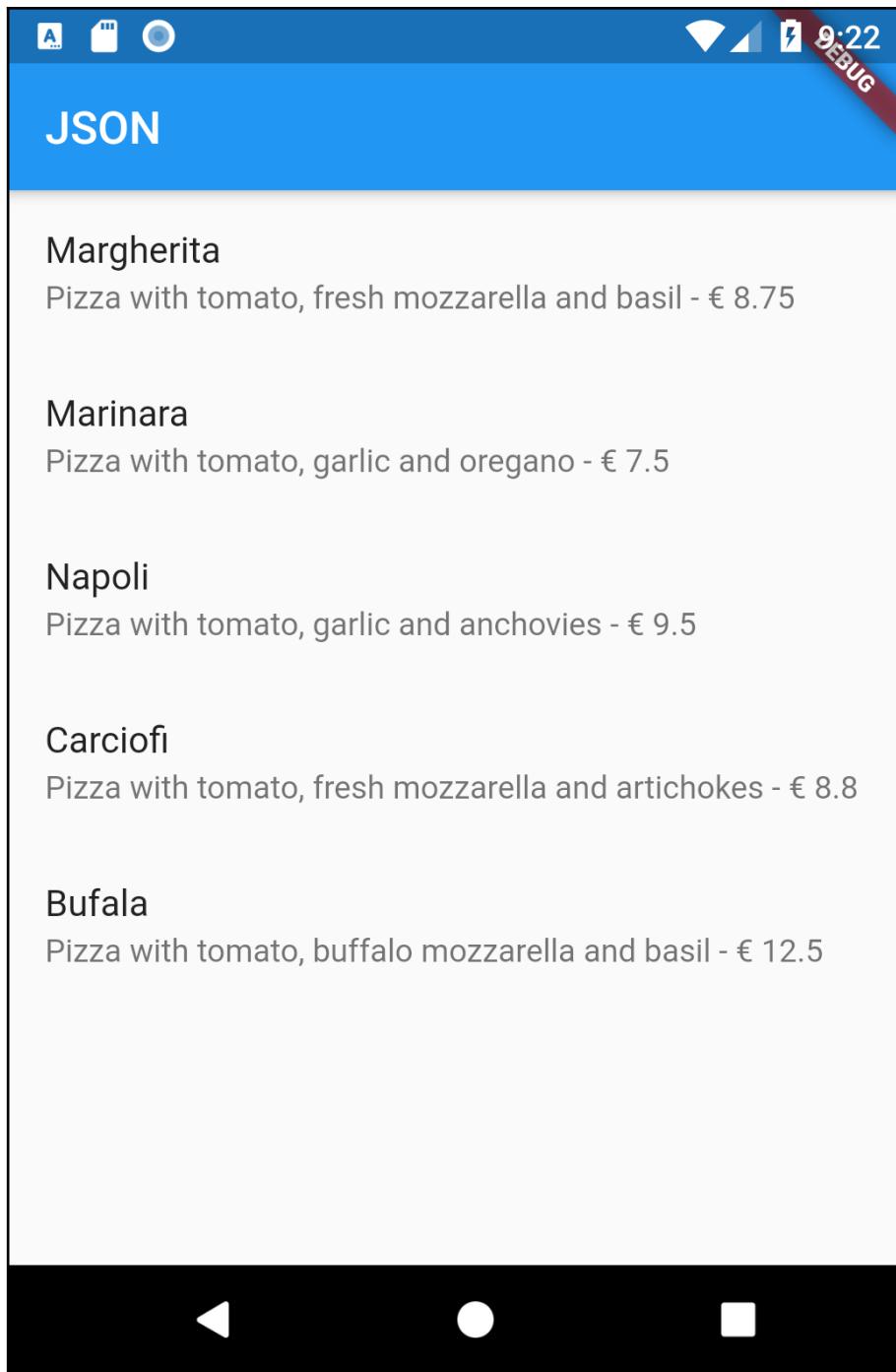
Opening curly bracket: begin object

Key – Value Pairs: keys and string values are
 included in quotes

Closing curly bracket: end of object;
 Use commas to separate objects

Closing square bracket: end array/list





The screenshot shows the Variables sidebar in VS Code. On the left is a dark sidebar with icons for search, file, copy, paste, and others. The main area is titled 'VARIABLES' and contains a tree view of a variable named 'myMap'. 'myMap' is a list containing 5 items, each being a map with 5 items: id, pizzaName, description, price, and imageUrl. The data is as follows:

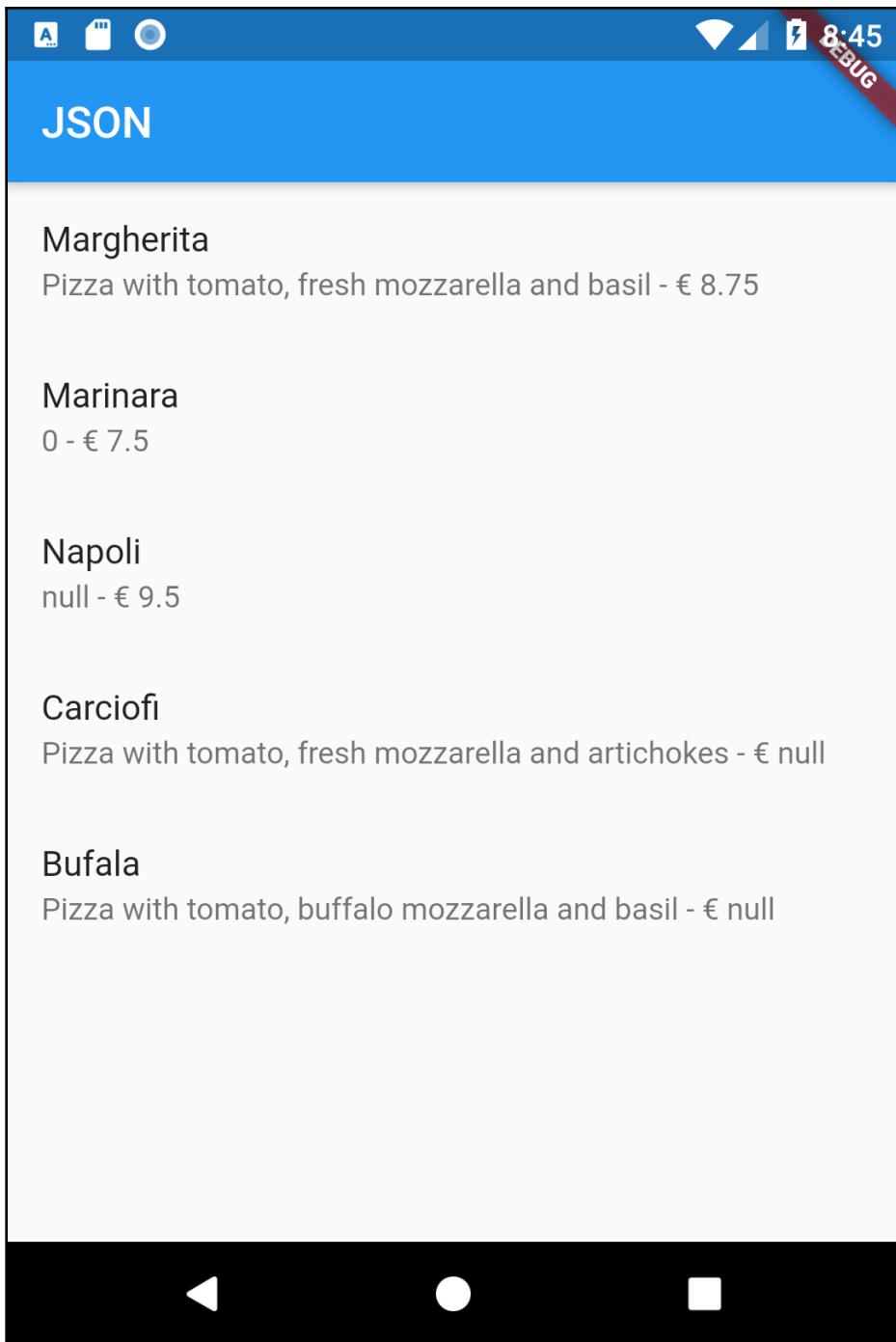
- [0]: Map (5 items)
 - > 0: "id" -> 1
 - > 1: "pizzaName" -> "Margherita"
 - > 2: "description" -> "Pizza with tomato, fresh mozzarella and basil"
 - > 3: "price" -> 8.75
 - > 4: "imageUrl" -> "images/margherita.png"
- [1]: Map (5 items)
 - > 0: "id" -> 2
 - > 1: "pizzaName" -> "Marinara"
 - > 2: "description" -> "Pizza with tomato, garlic and oregano"
 - > 3: "price" -> 7.5
 - > 4: "imageUrl" -> "images/marinara.png"
- [2]: Map (5 items)
 - > 0: "id" -> 3
 - > 1: "pizzaName" -> "Napoli"
 - > 2: "description" -> "Pizza with tomato, garlic and anchovies"
 - > 3: "price" -> 9.5
 - > 4: "imageUrl" -> "images/marinara.png"
- [3]: Map (5 items)
 - > 0: "id" -> 4
 - > 1: "pizzaName" -> "Carciofi"
 - > 2: "description" -> "Pizza with tomato, fresh mozzarella and artichokes"

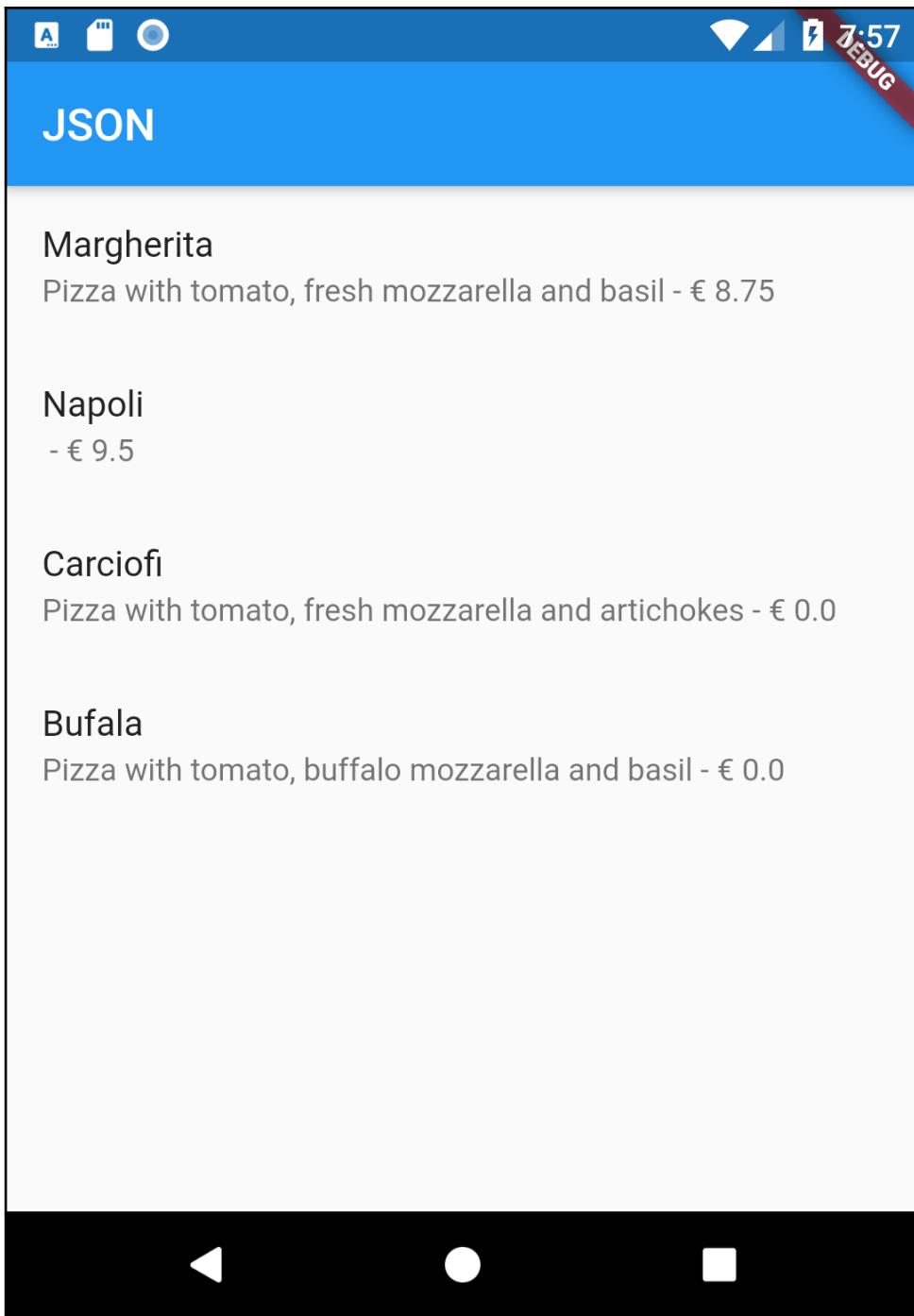
The screenshot shows the Output sidebar in VS Code. It has tabs for PROBLEMS, OUTPUT, DEBUG CONSOLE, and TERMINAL. The OUTPUT tab is active, showing the following log output:

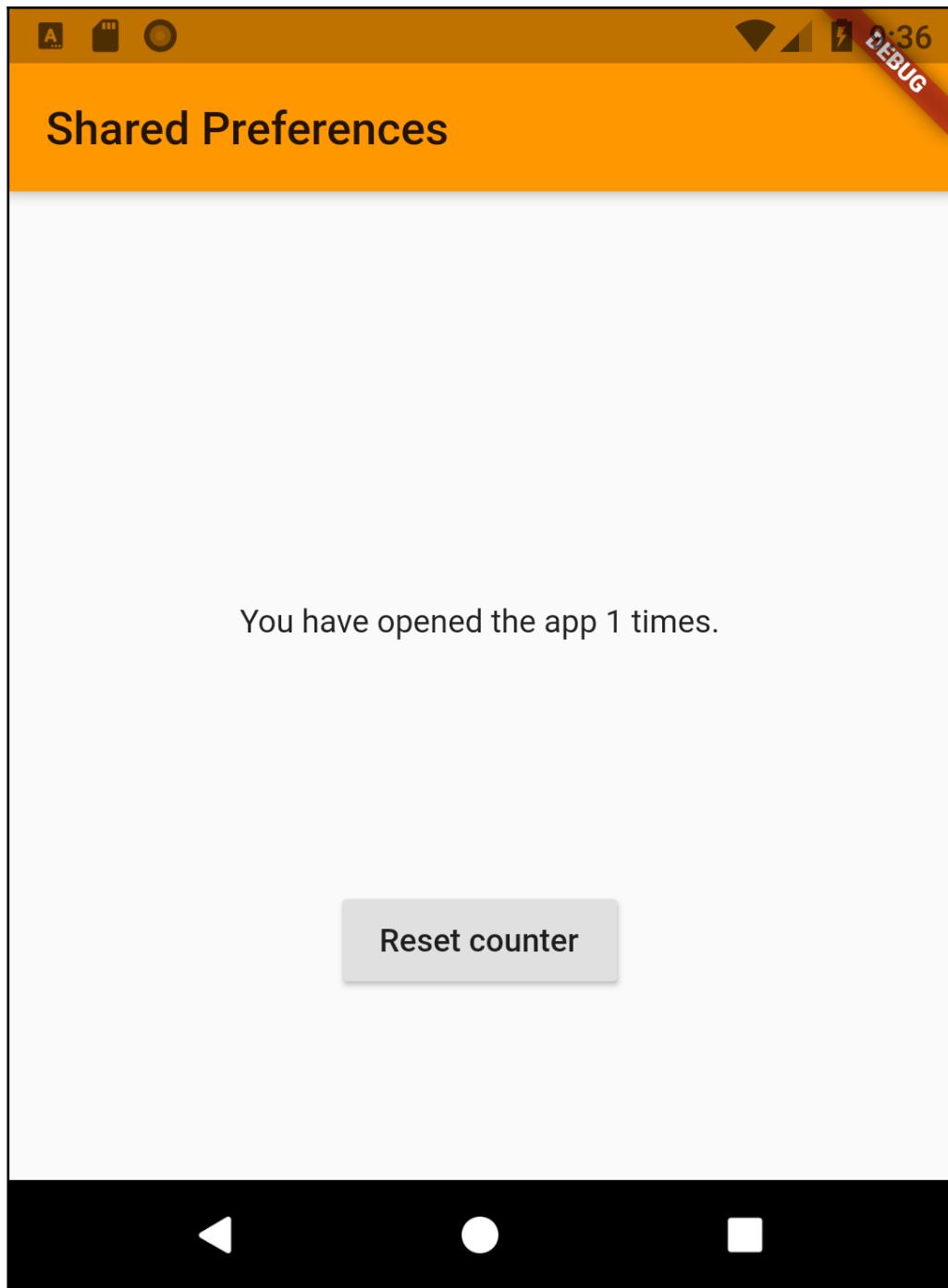
```
Restarted application in 1.863ms.  
I/flutter ( 5353): [{id: 1, pizzaName: Margherita, description: Pizza with tomato, fresh mozzarella and basil, price: 8.75, imageUrl: images/margherita.png}, {id: 2, pizzaName: Marinara, description: Pizza with tomato, garlic and oregano, price: 7.5, imageUrl: images/marinara.png}, {id: 3, pizzaName: Napoli, description: Pizza with tomato, garlic and anchovies, price: 9.5, imageUrl: images/marinara.png}, {id: 4, pizzaName: Carciofi, description: Pizza with tomato, fresh mozzarella and artichokes, price: 8.8, imageUrl: images/marinara.png}, {id: 5, pizzaName: Bufala, description: Pizza with tomato, buffalo mozzarella and basil, price: 12.5, imageUrl: images/marinara.png}]
```

```
16     Pizza.fromJson(Map<String, dynamic> json) {  
17         this.id = json['id'];  
  
Exception has occurred. ×  
_TypeError (type 'String' is not a subtype of type 'int')
```

```
26     this.price = json[keyPrice];  
  
Exception has occurred. ×  
_TypeError (type 'String' is not a subtype of type 'double')
```

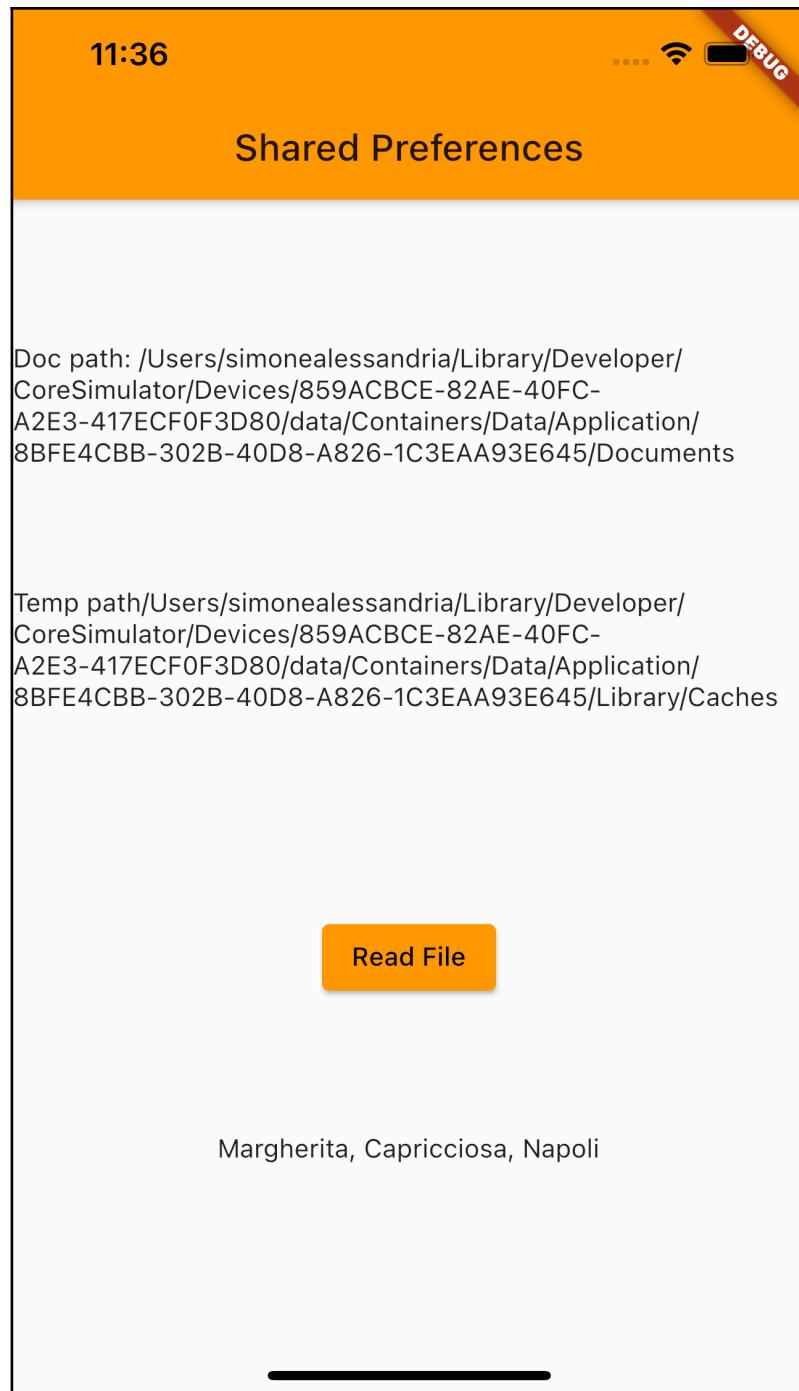


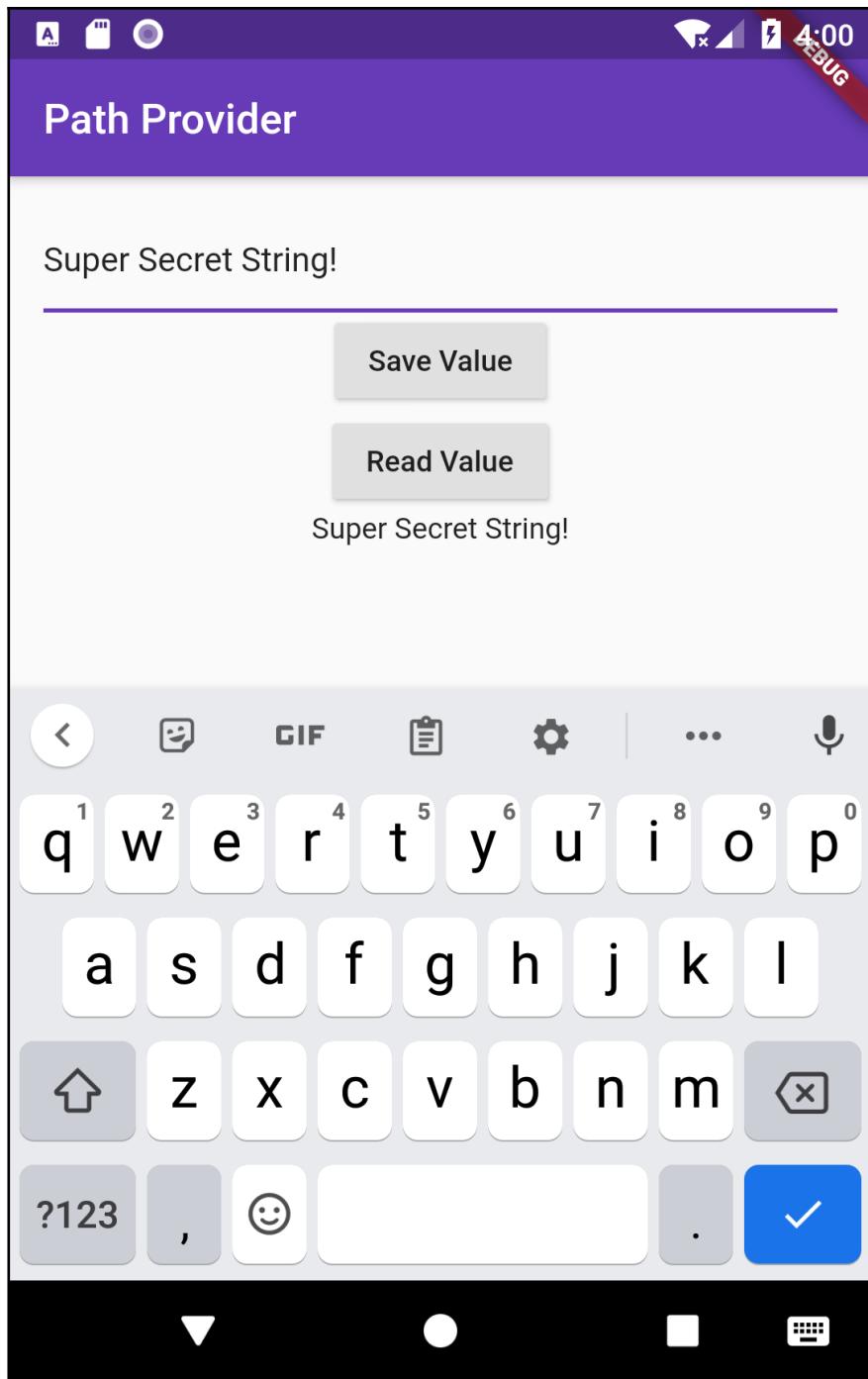






```
VARIABLES
└ Locals
  > this: _MyHomePageState (_MyHomePageState#250b1)
  < docDir: _Directory (Directory: '/data/user/0/com.example.cookbook_ch_08/app_flutter')
    | _path: "/data/user/0/com.example.cookbook_ch_08/app_flutter"
  > _rawPath: [47, 100, 97, 116, 97, 47, 117, 115, 101, 114, 47, 48, 47, 99, 111, 109, 46, 101, 120, 97, 109, 112, 108, 101, 46, 99, 111, 1...
    | _absolutePath: "/data/user/0/com.example.cookbook_ch_08/app_flutter"
  > _rawAbsolutePath: [47, 100, 97, 116, 97, 47, 117, 115, 101, 114, 47, 48, 47, 99, 111, 109, 46, 101, 120, 97, 109, 112, 108, 101, 46, 99...
  > absolute: _Directory (Directory: '/data/user/0/com.example.cookbook_ch_08/app_flutter')
    hashCode: 371639261
    isAbsolute: true
  > parent: _Directory (Directory: '/data/user/0/com.example.cookbook_ch_08')
    path: "/data/user/0/com.example.cookbook_ch_08/app_flutter"
  > runtimeType: Type (_Directory)
  > uri: _Uri (file:///data/user/0/com.example.cookbook_ch_08/app_flutter/)
  > tempDir: _Directory (Directory: '/data/user/0/com.example.cookbook_ch_08/cache')
```





The MockLab interface is shown. The top navigation bar includes 'Mock API' and the URL 'http://02z2g.mocklab.io'. Below the navigation are buttons for 'New', 'Refresh', 'Filter stub list', 'Clear filter', 'Record', 'Import BETA', and 'Export BETA'. The left sidebar has 'Settings' and 'Stubs' selected. The 'Stubs' section displays 10 stubs:

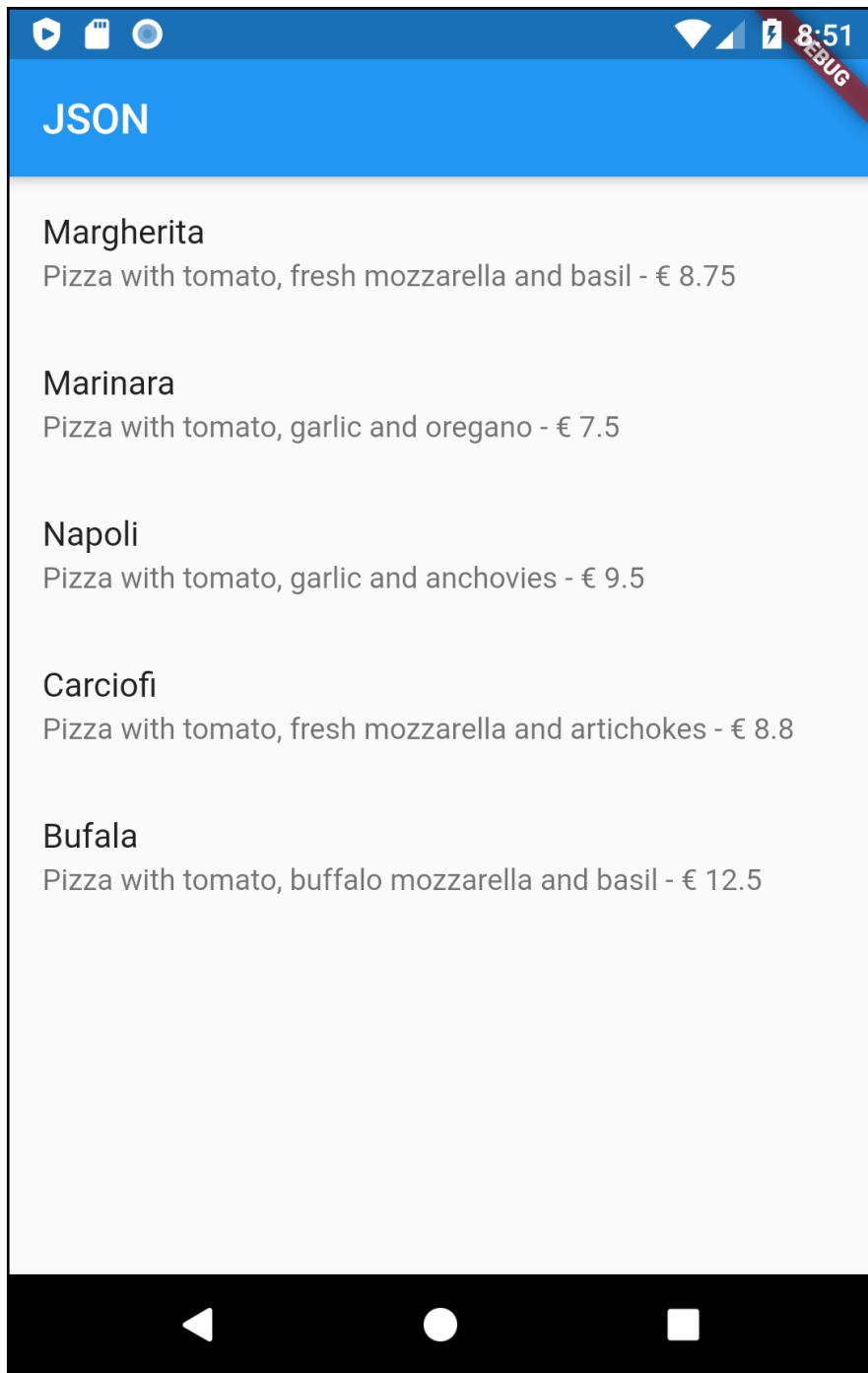
- Put Pizza: PUT /pizza, 200, {"message": "Pizza was updated"}
- Post Pizza: POST /pizza, 201, {"message": "The pizza was posted"}
- Pizza List: GET /pizzalist, 200, [{"id": 1, "pizzaName": "Margherita", "description": "Pizza with tomato, fresh mozzarella and basil"}]
- GET a JSON resource

A 'TEST Requester' button is located on the right side of the interface.

Request duration: 112ms

```
HTTP/1.1 200 OK
Matched-Stub-Id: f8f3616b-8926-42a9-b96a-f ea790877a67
Matched-Stub-Name: Pizza List
Vary: Accept-Encoding, User-Agent

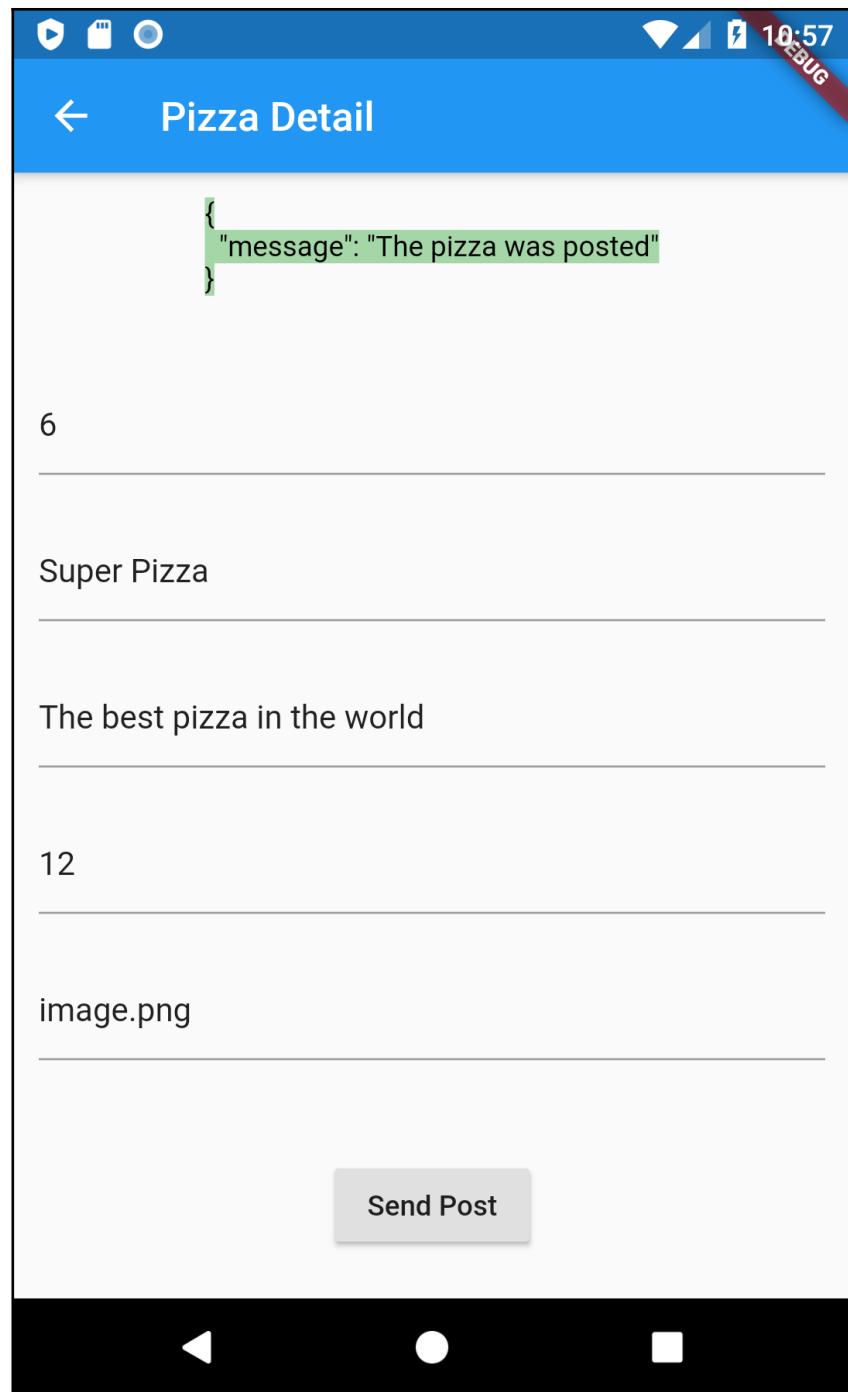
[
  {
    "id": 1,
    "pizzaName": "Margherita",
    "description": "Pizza with tomato, fresh mozzarella and basil",
  }
]
```



Request duration: 32ms

```
HTTP/1.1 201 Created
Matched-Stub-Id: 60af6f2b-3348-4353-91f1-eaa6278cadad
Matched-Stub-Name: Post Pizza
Vary: Accept-Encoding, User-Agent
Content-Type: application/json

{
    "message": "The pizza was posted"
}
```



Request duration: 136ms

```
HTTP/1.1 200 OK
Matched-Stub-Id: 0e64caf0-1574-4b32-8f77-63bda8177315
Matched-Stub-Name: Put Pizza
Vary: Accept-Encoding, User-Agent

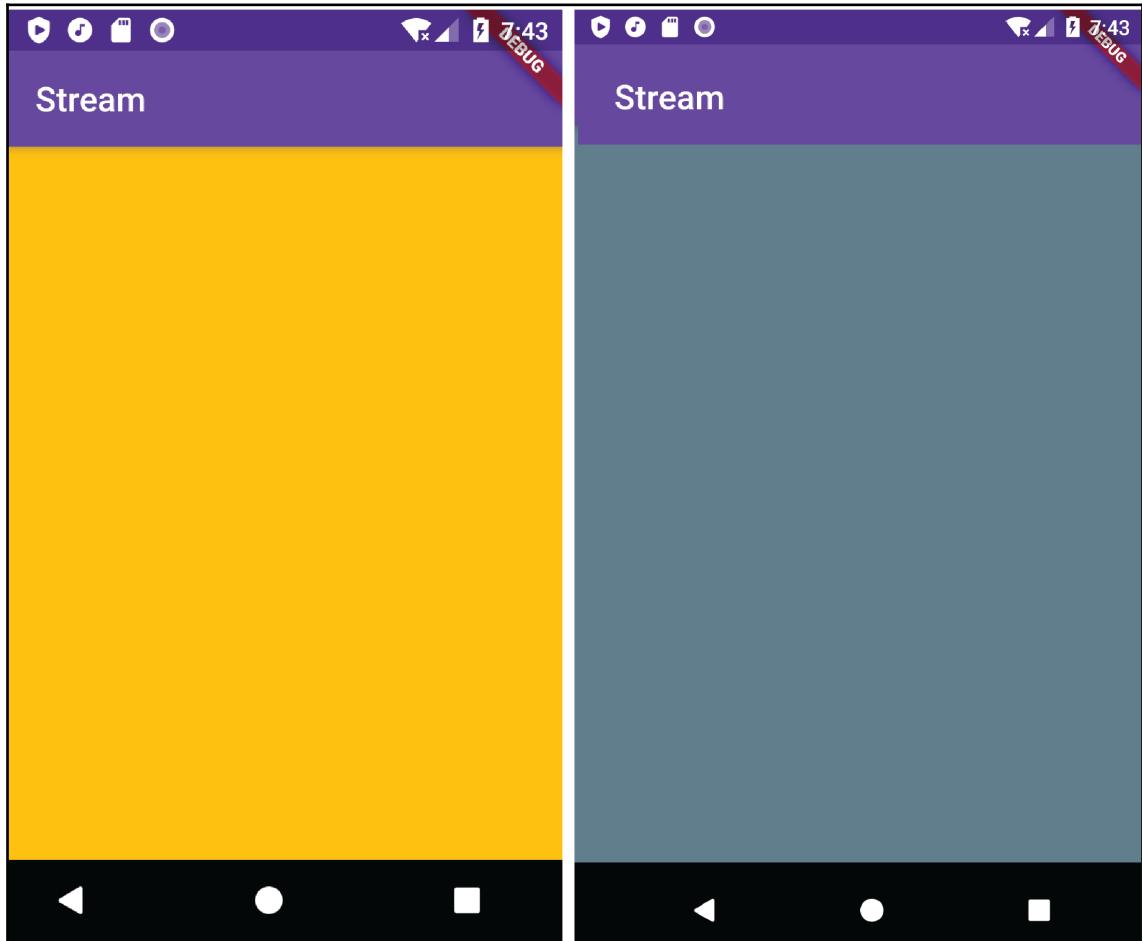
{
  "message": "Pizza was updated"
}
```

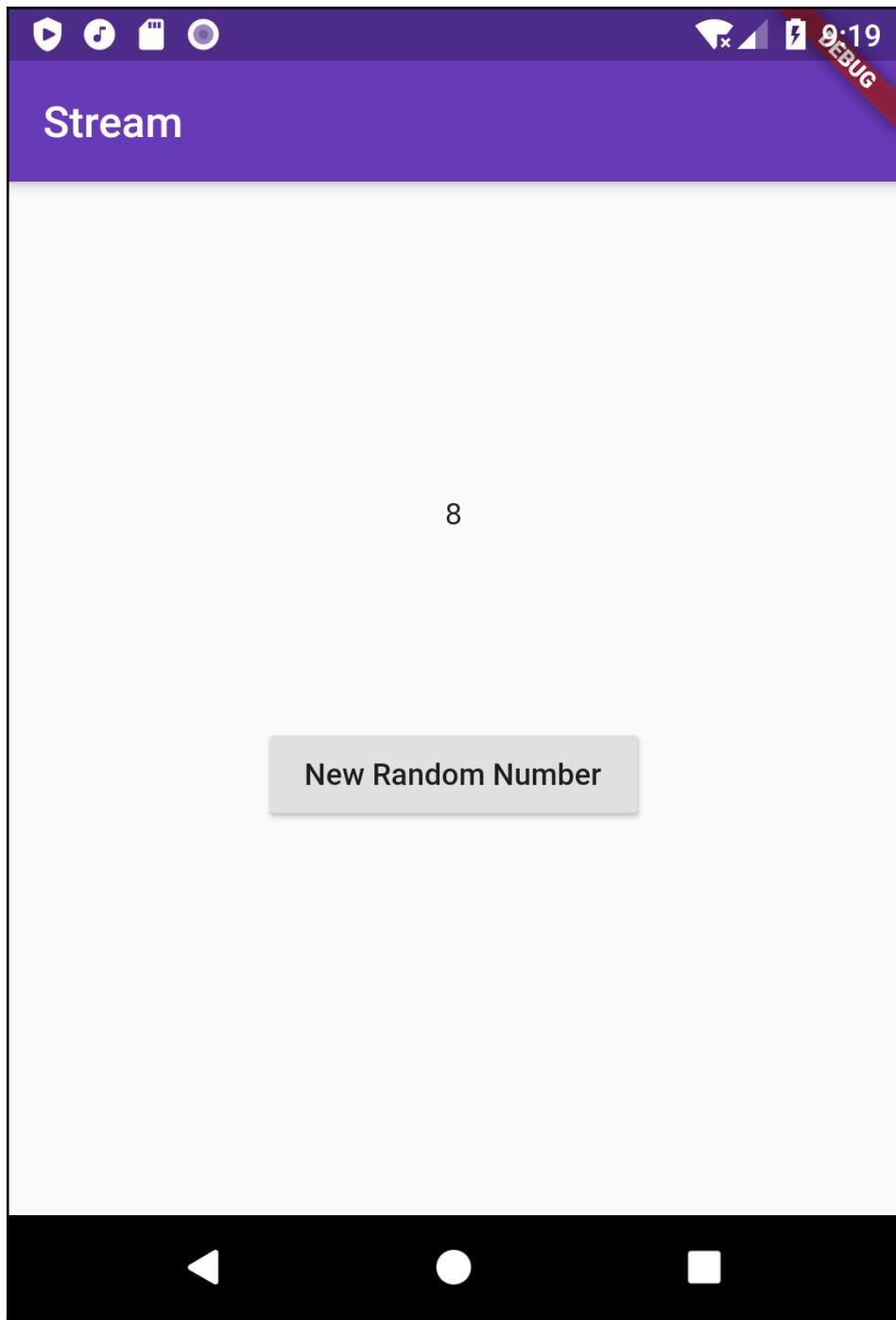
Request duration: 5ms

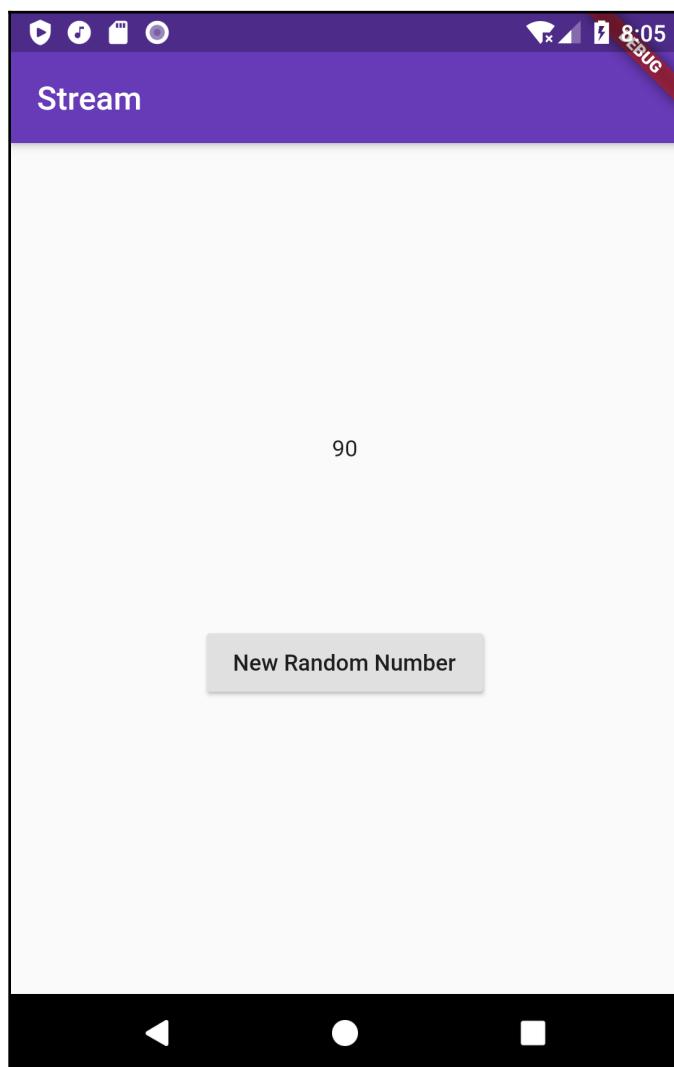
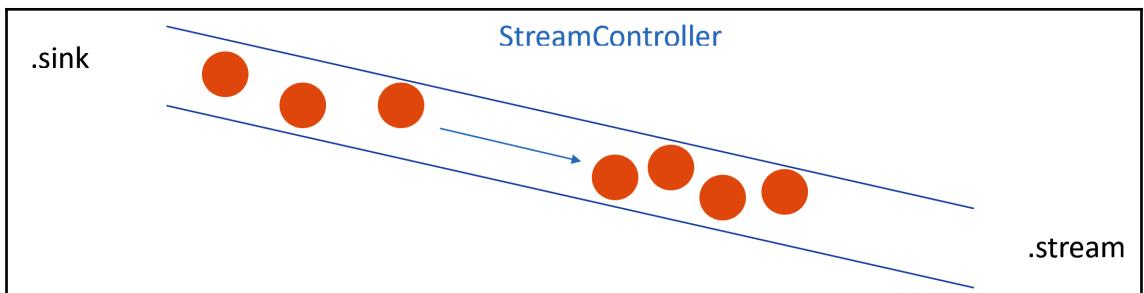
```
HTTP/1.1 200 OK
Matched-Stub-Id: 0fa7017a-b71c-44df-86ec-51b33d212bce
Matched-Stub-Name: Delete Pizza
Vary: Accept-Encoding, User-Agent

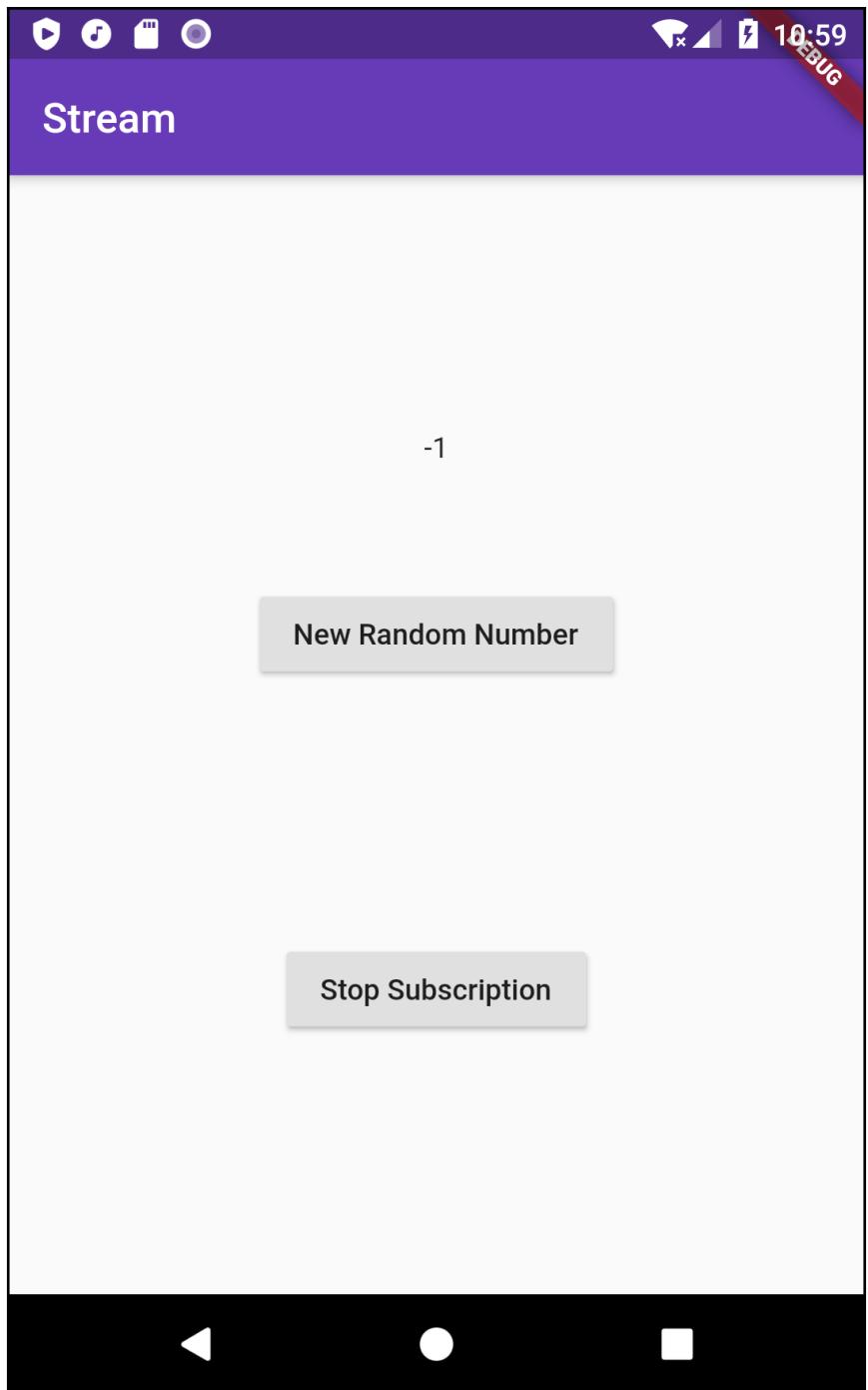
Pizza was deleted
```

Chapter 9: Advanced State Management with Streams









PROBLEMS

3

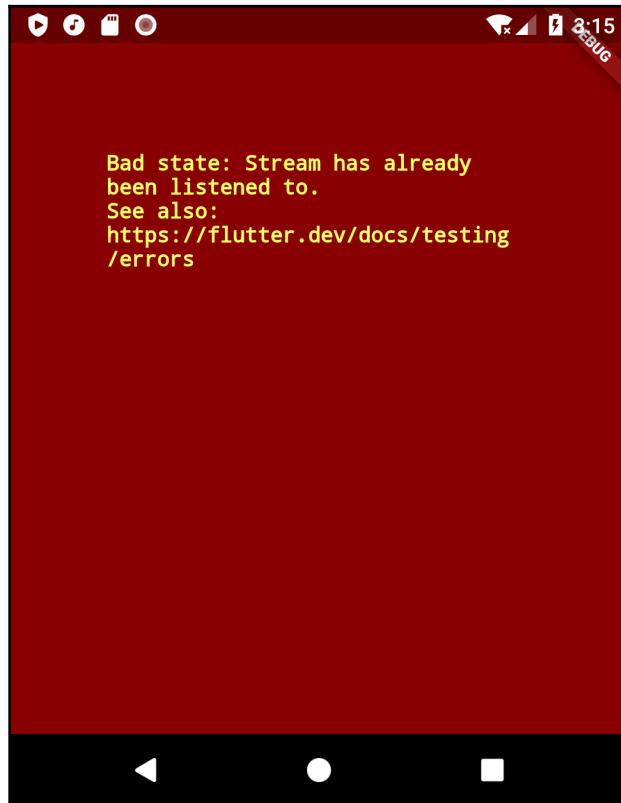
OUTPUT

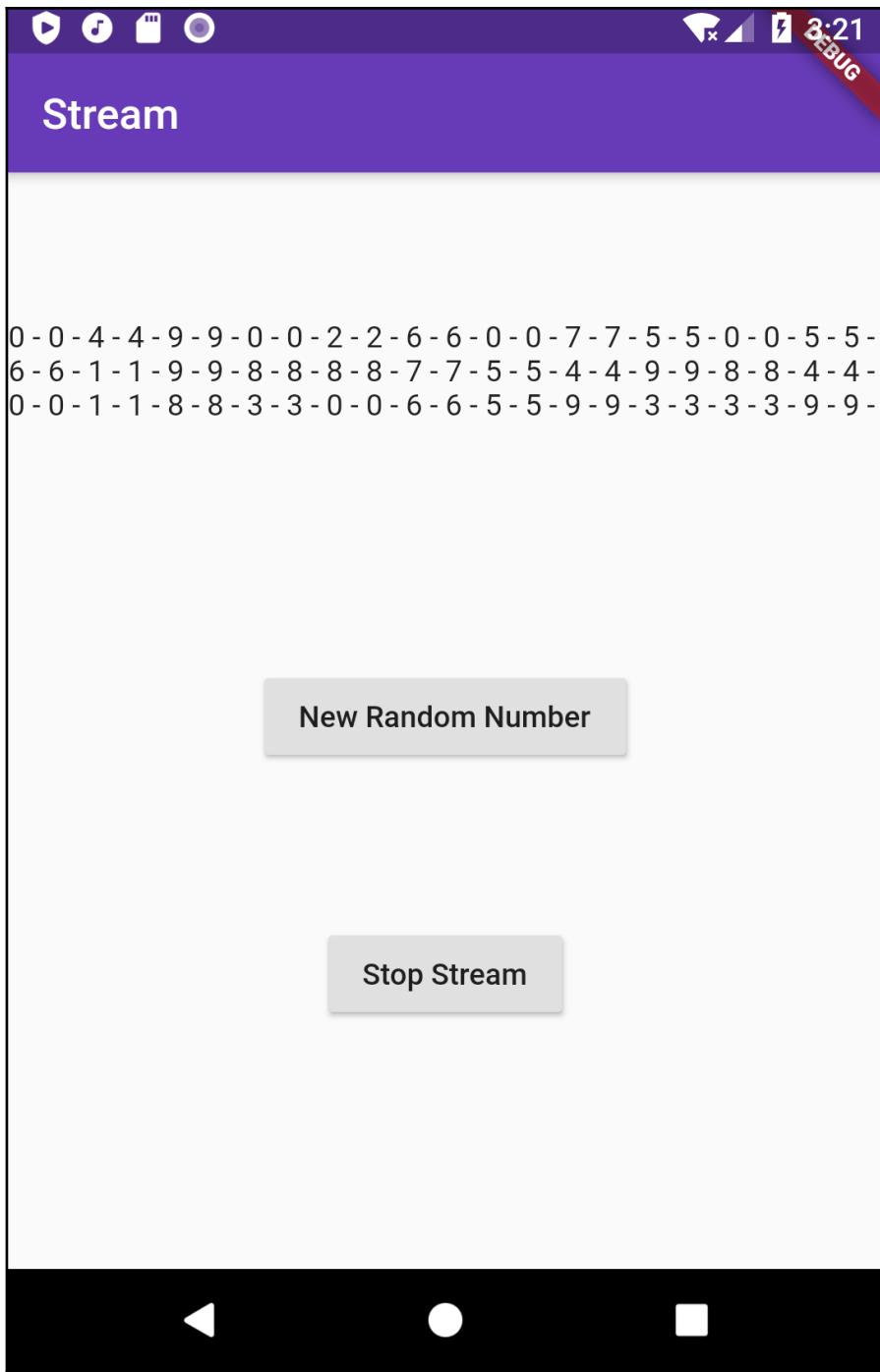
TERMINAL

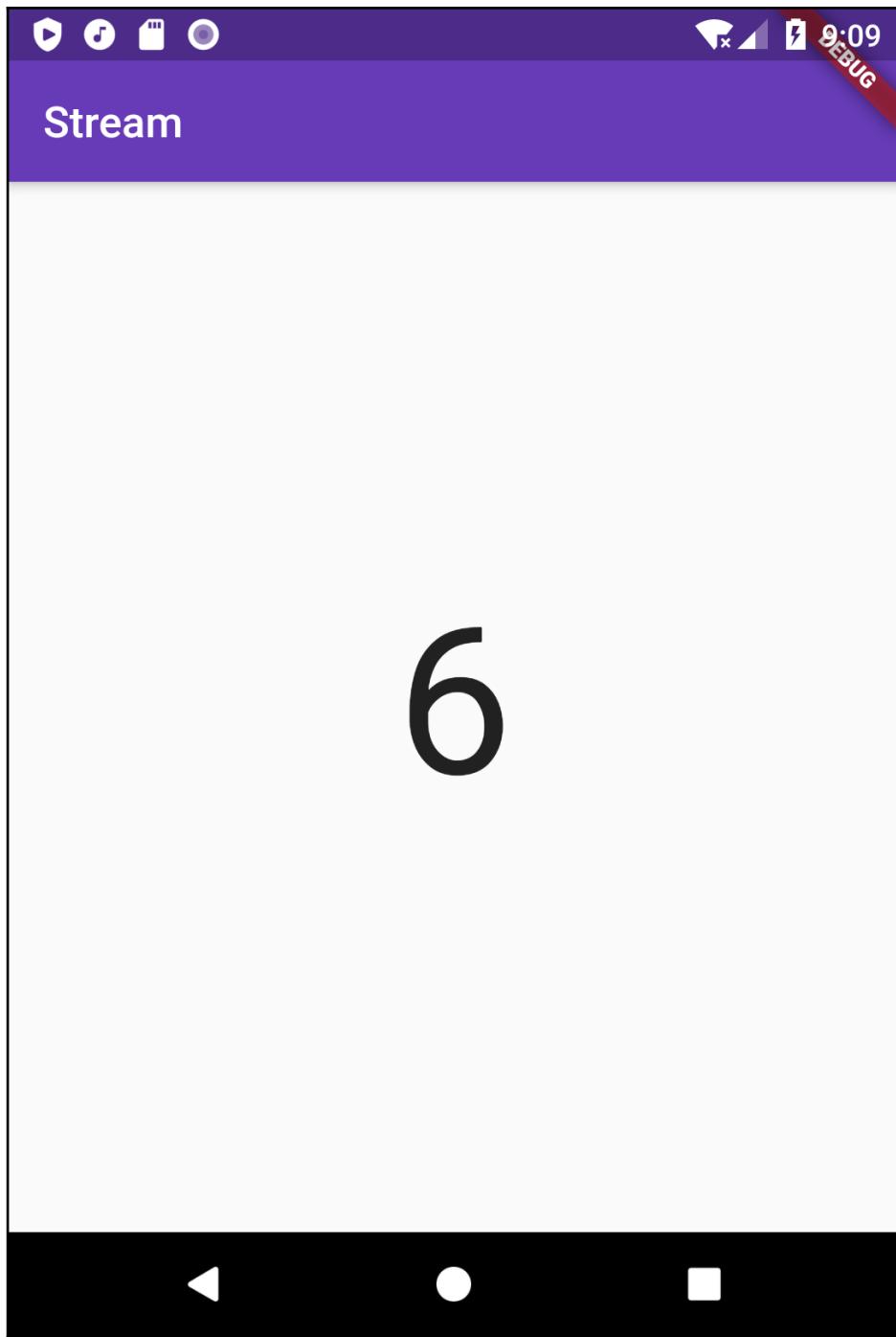
DEBUG CONSOLE

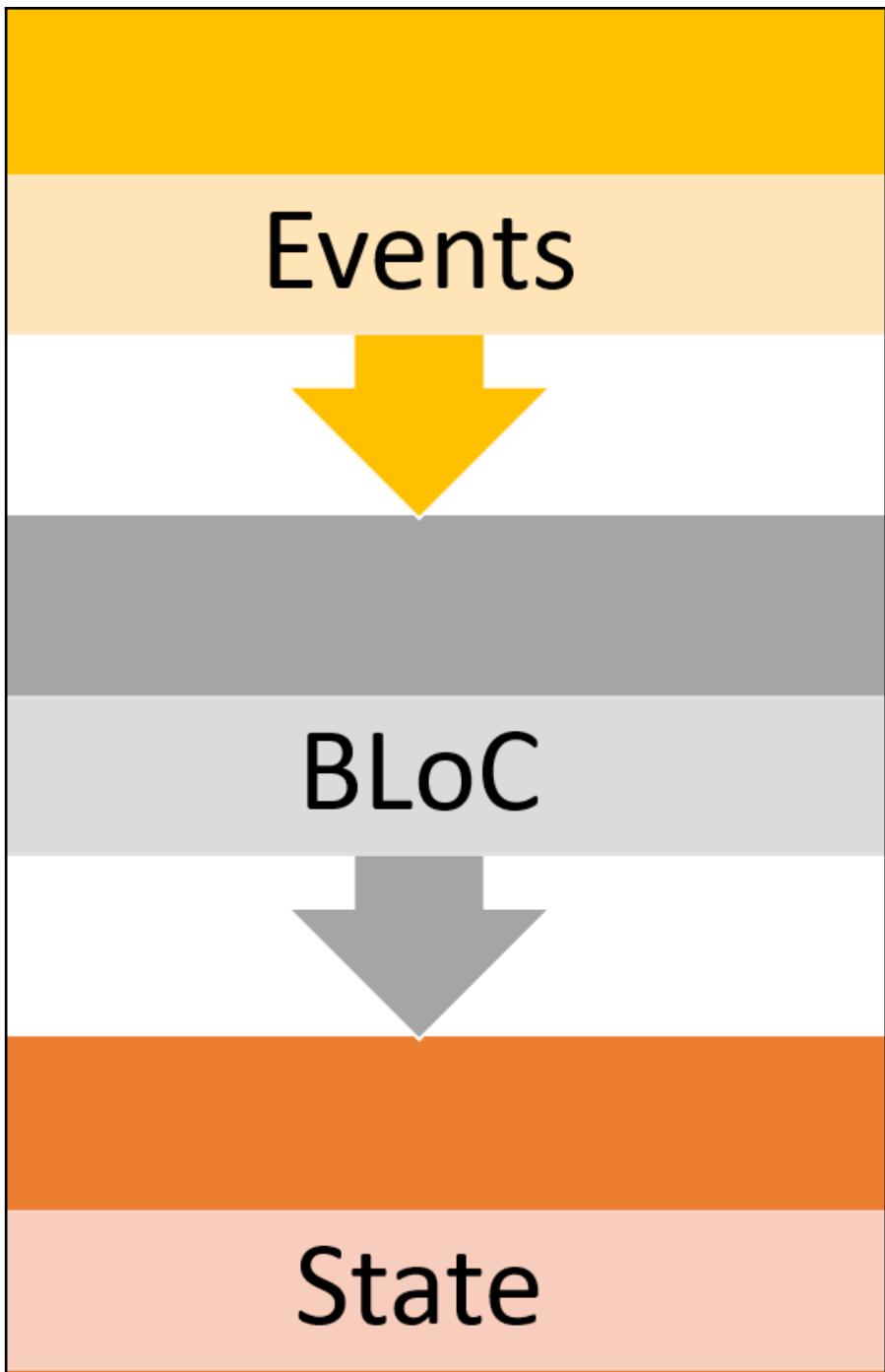
Restarted application in 1,009ms.

I/flutter (5570): OnDone was called

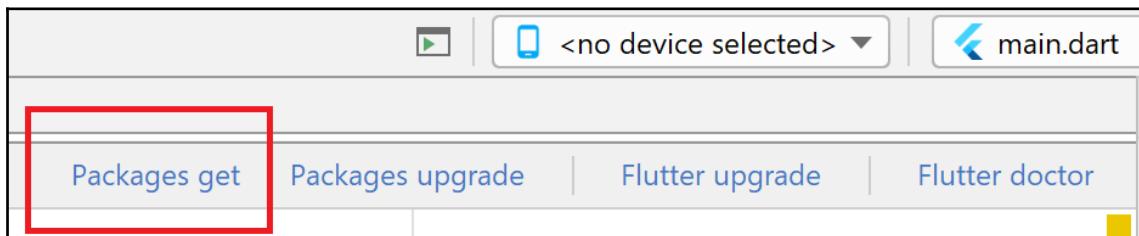
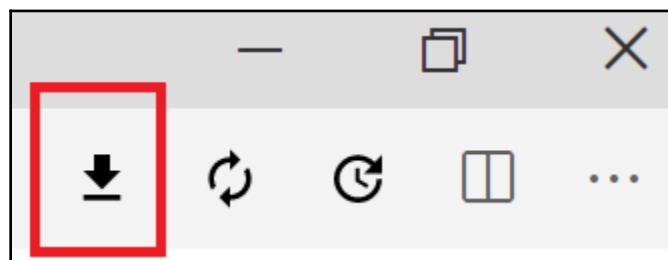
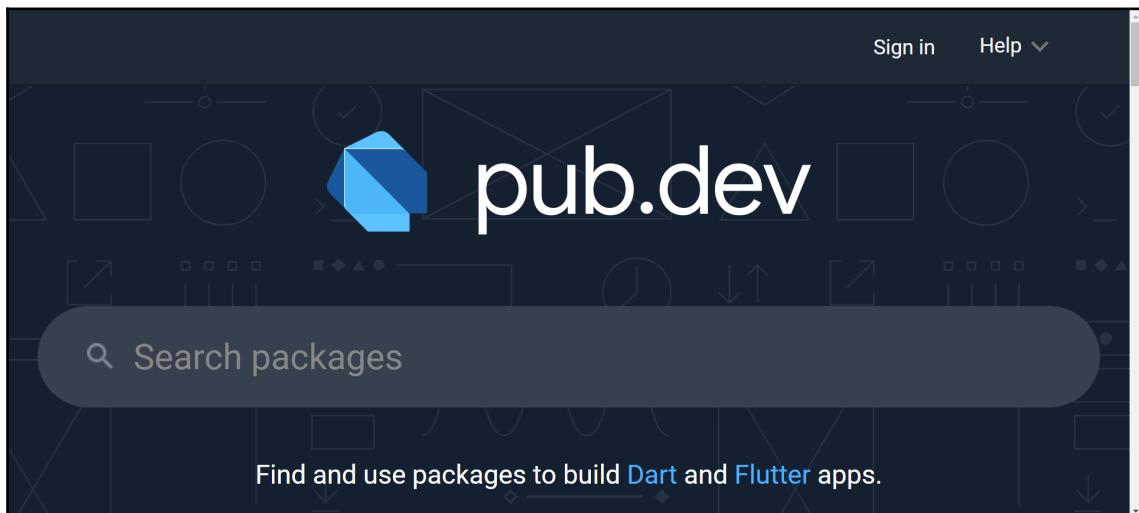








Chapter 10: Using Flutter Packages



Carrier

6:25 AM

DEBUG

Package App

5

4

Calculate Area

20

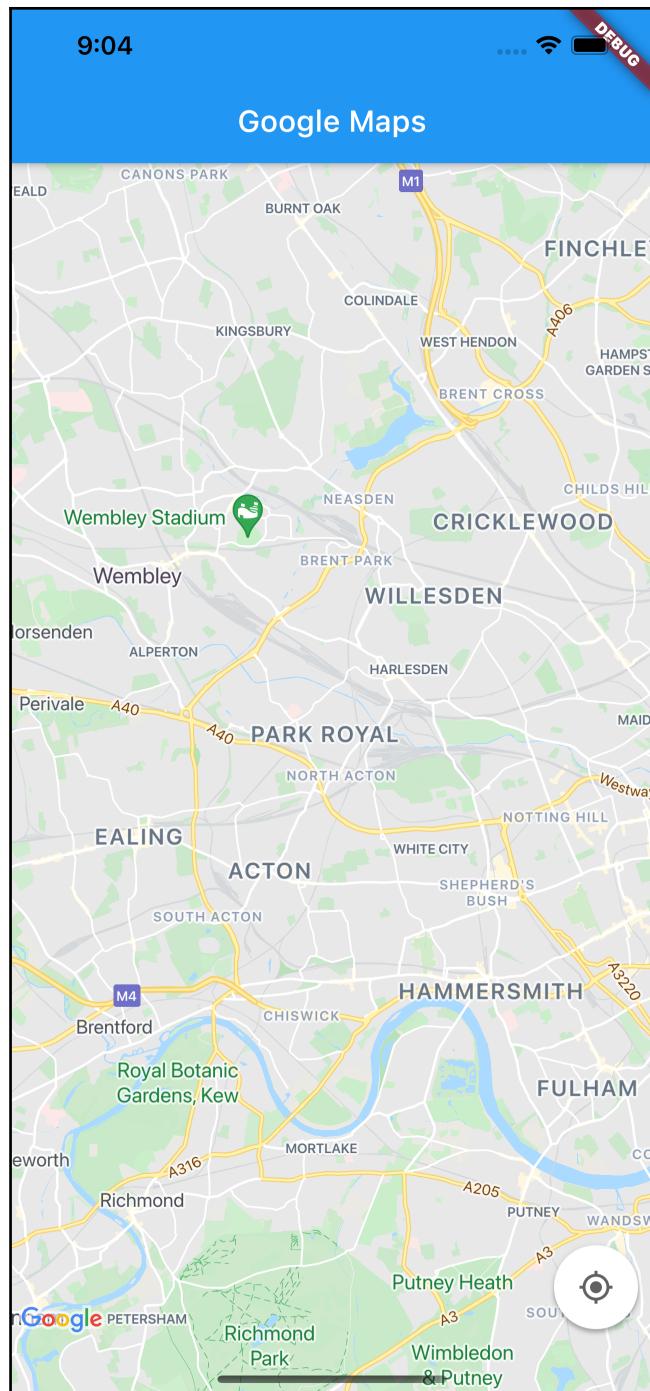
The screenshot shows the Google Cloud Platform dashboard. At the top, there's a blue header bar with the Google Cloud Platform logo, a 'My Maps' dropdown, a search bar, and various navigation icons. Below the header, the dashboard is divided into several sections:

- Project info**: Shows the project name (My Maps), project ID (my-maps-1314), and project number (1021081594551). It also has links to 'ADD PEOPLE TO THIS PROJECT' and 'Go to project settings'.
- API APIs**: A chart titled 'Requests (requests/sec)' showing data for the last 30 days. The chart indicates 'No data is available for the selected time frame.' The Y-axis ranges from 0 to 1.0, and the X-axis shows time points: 12:30, 12:45, 1 PM, and 1:15.
- Google Cloud Platform status**: Shows 'All services normal' and a link to 'Go to Cloud status dashboard'.
- Monitoring**: Links to 'Create my dashboard' and 'Set up alerting policies'.

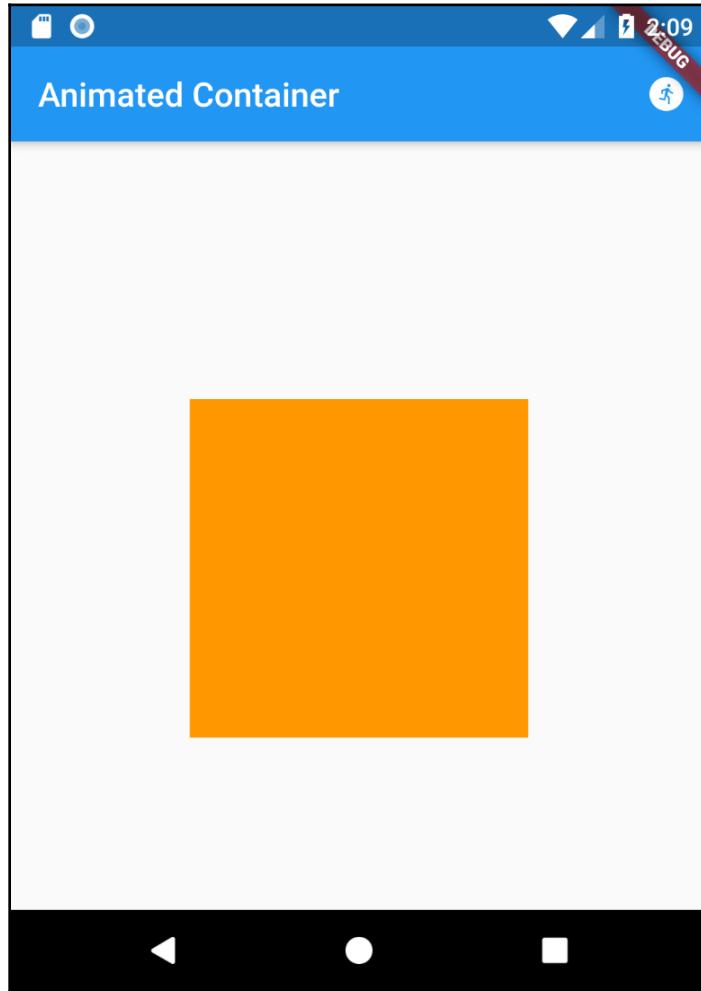
Enabled APIs

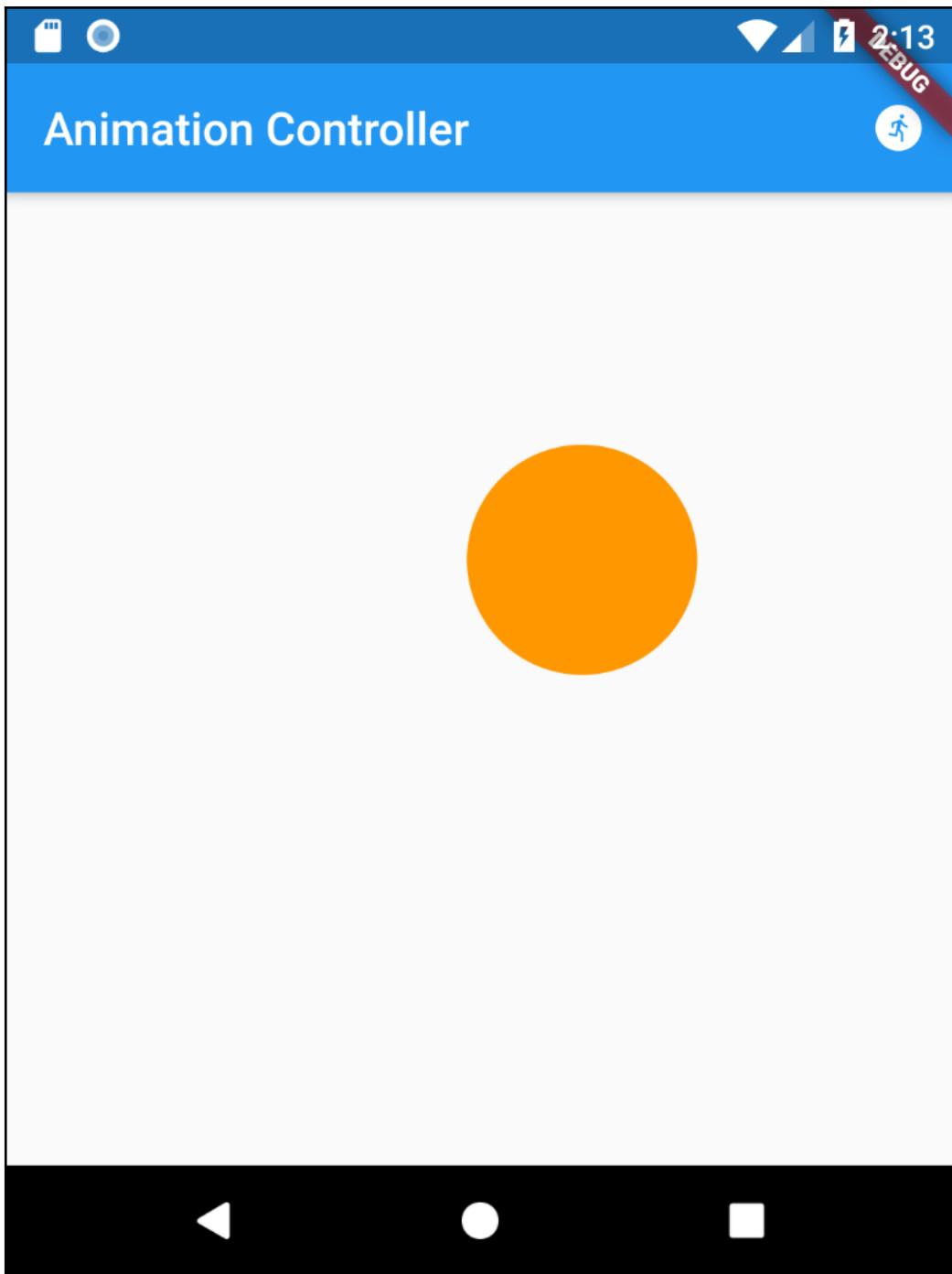
Select an API to view details. Figures are for the last 30 days.

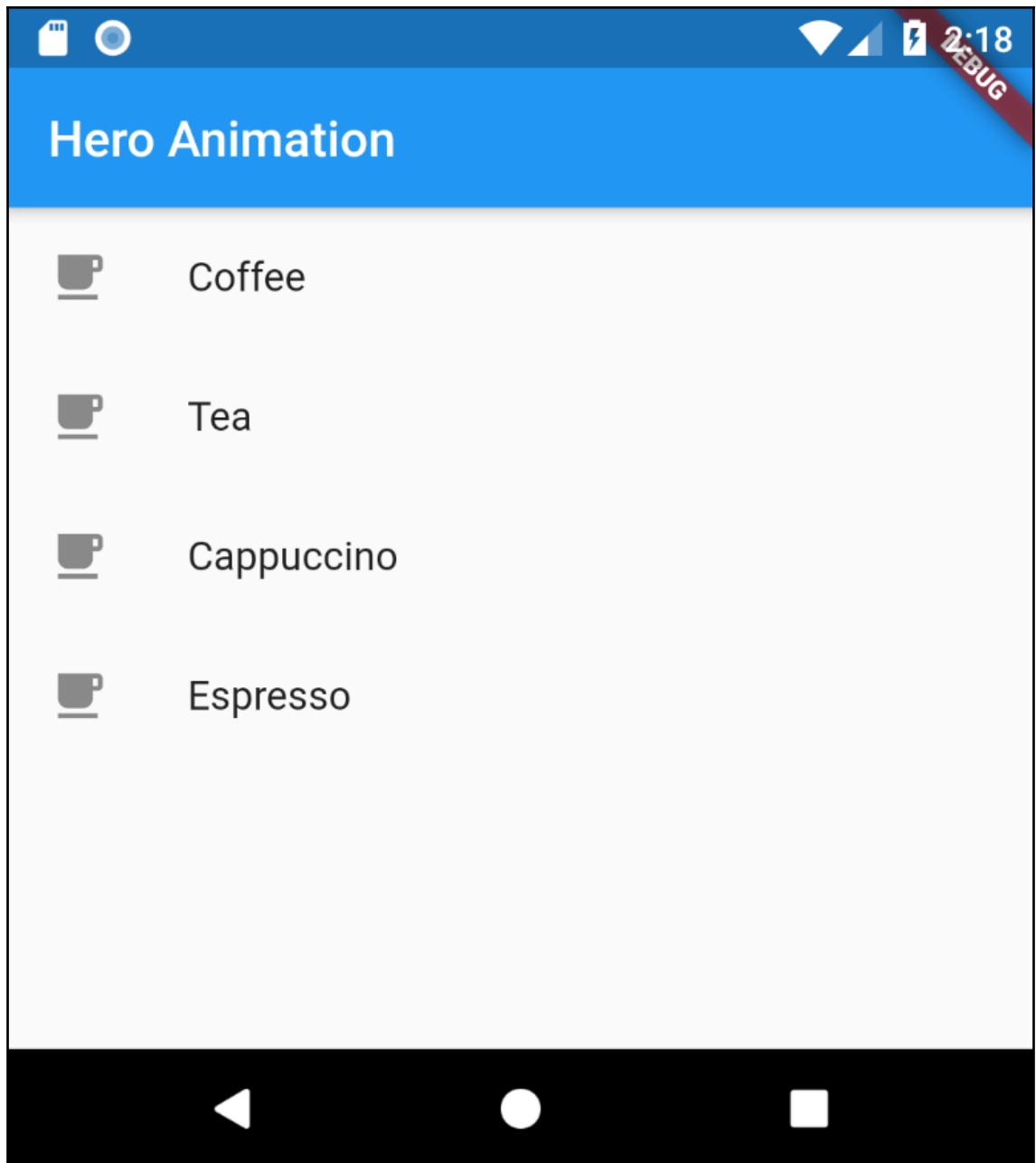
API ↑	Requests	Errors	Avg latency (ms)	
Maps SDK for Android	0	0	-	Details
Maps SDK for iOS	0	0	-	Details

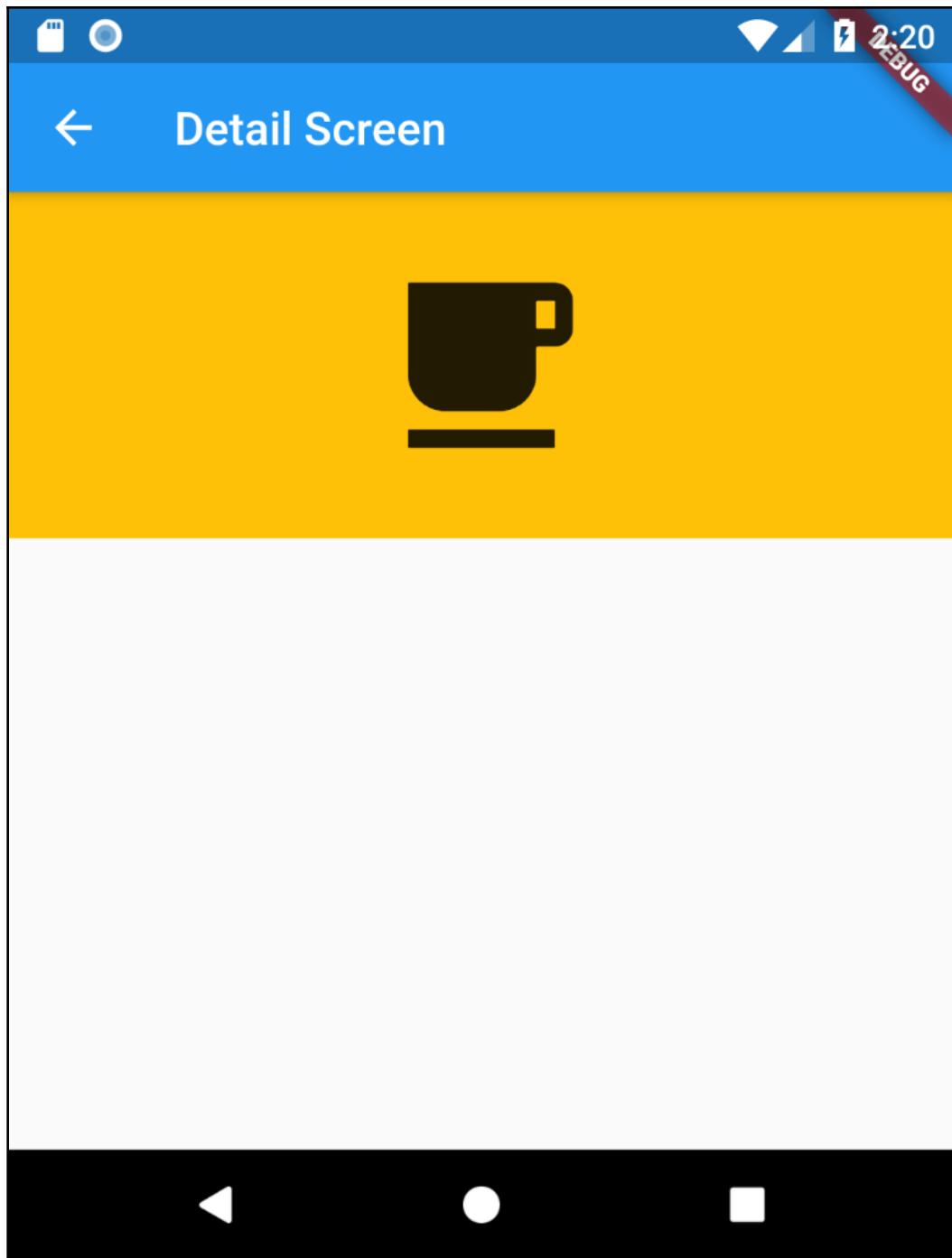


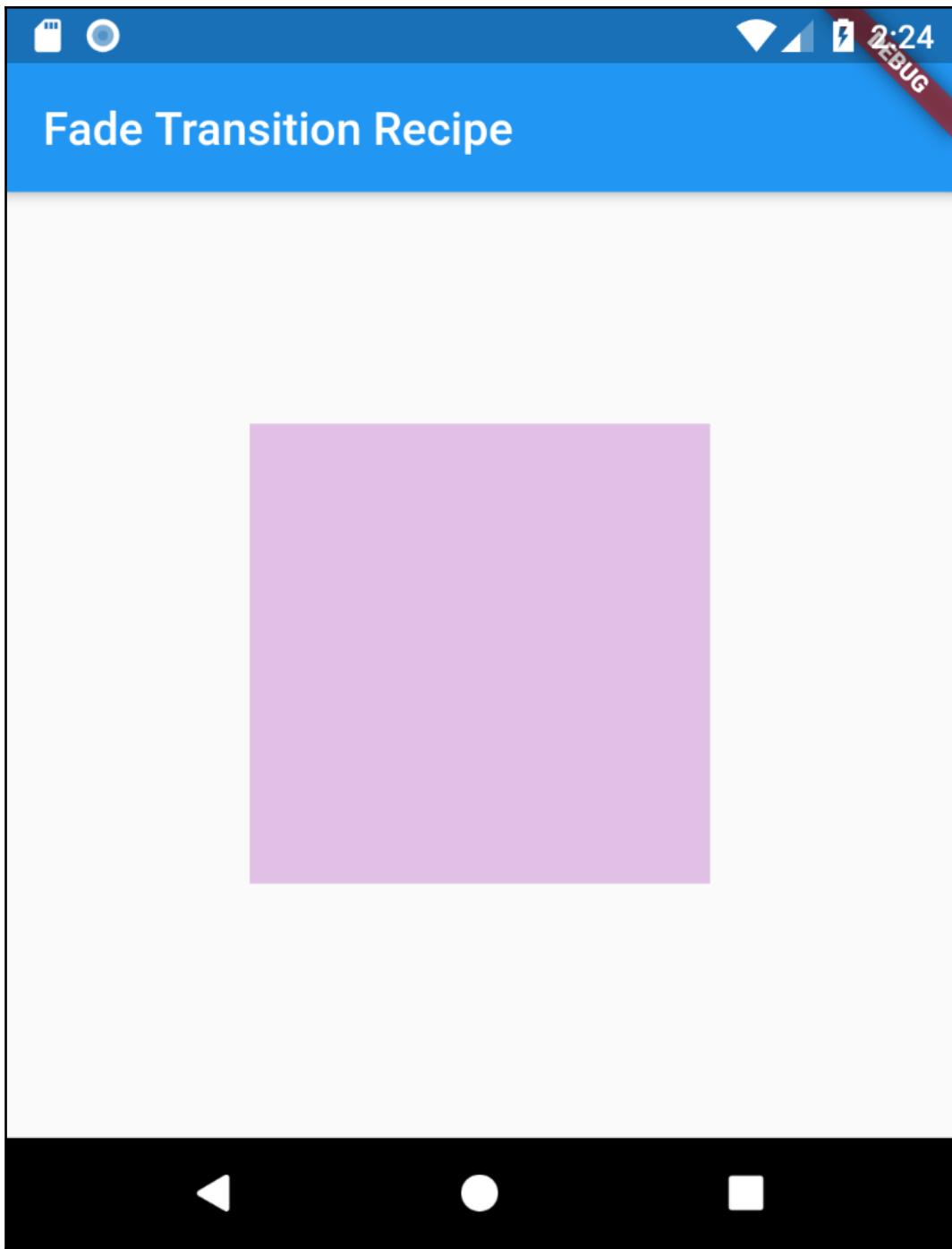
Chapter 11: Adding Animations to Your App

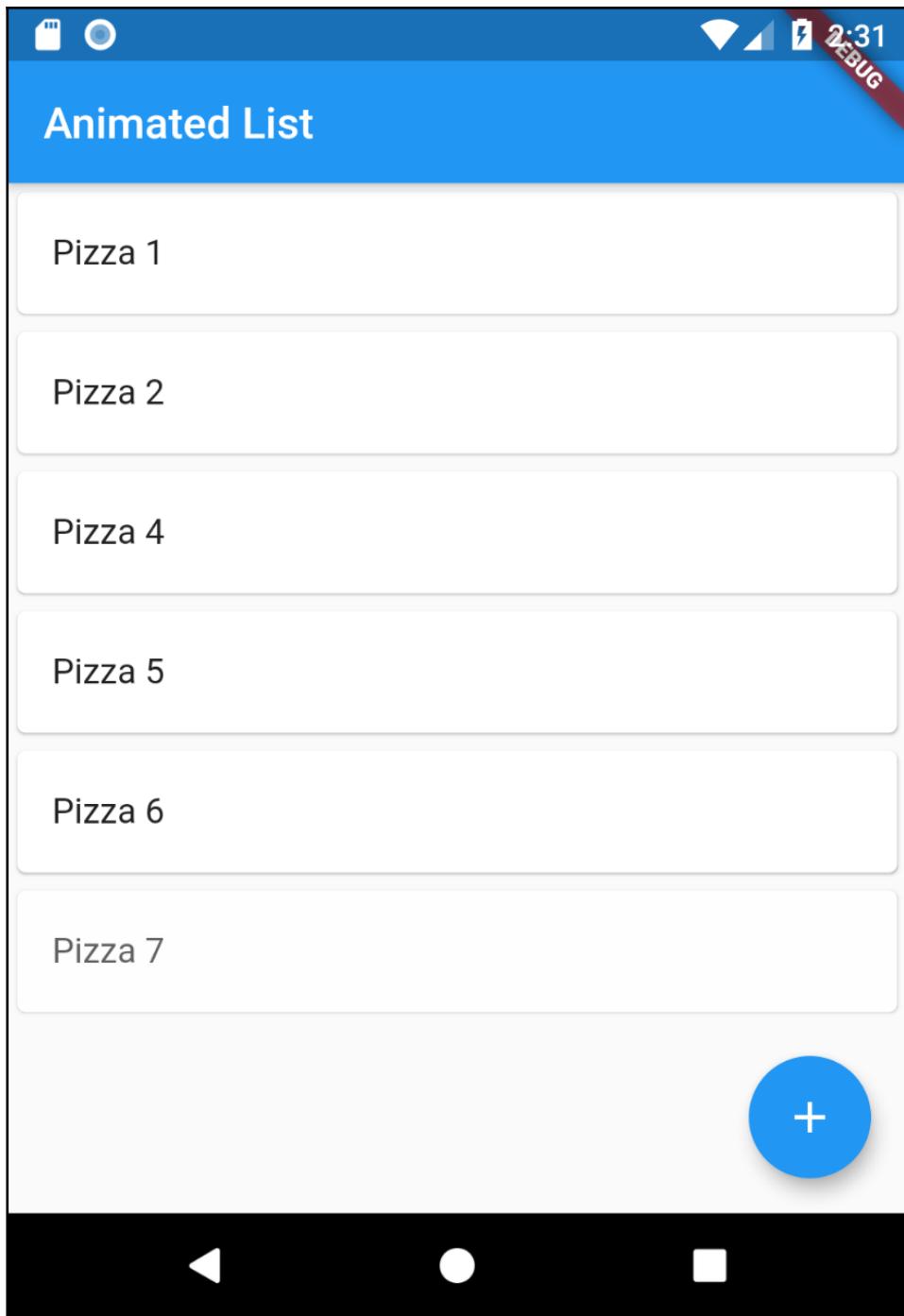


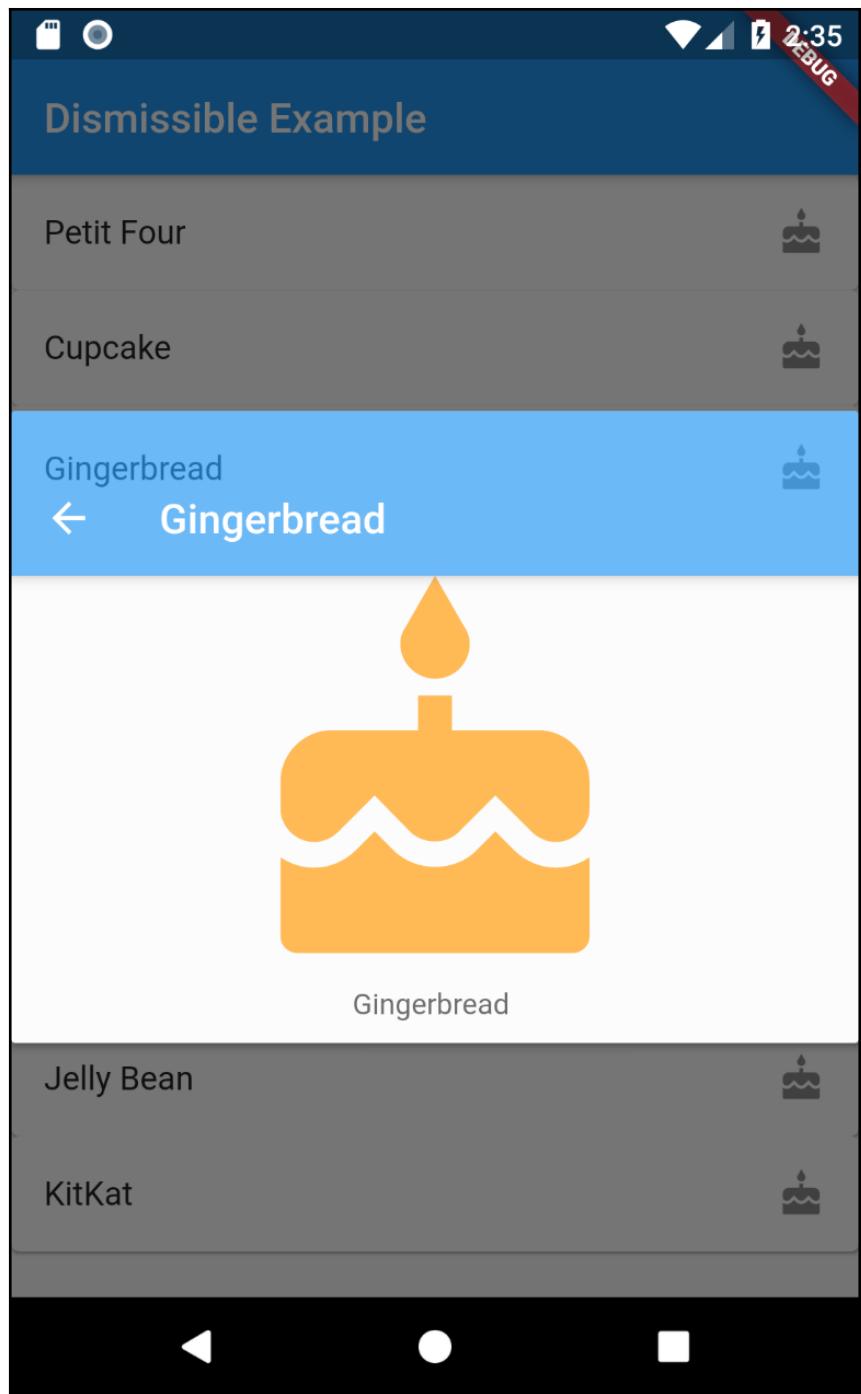




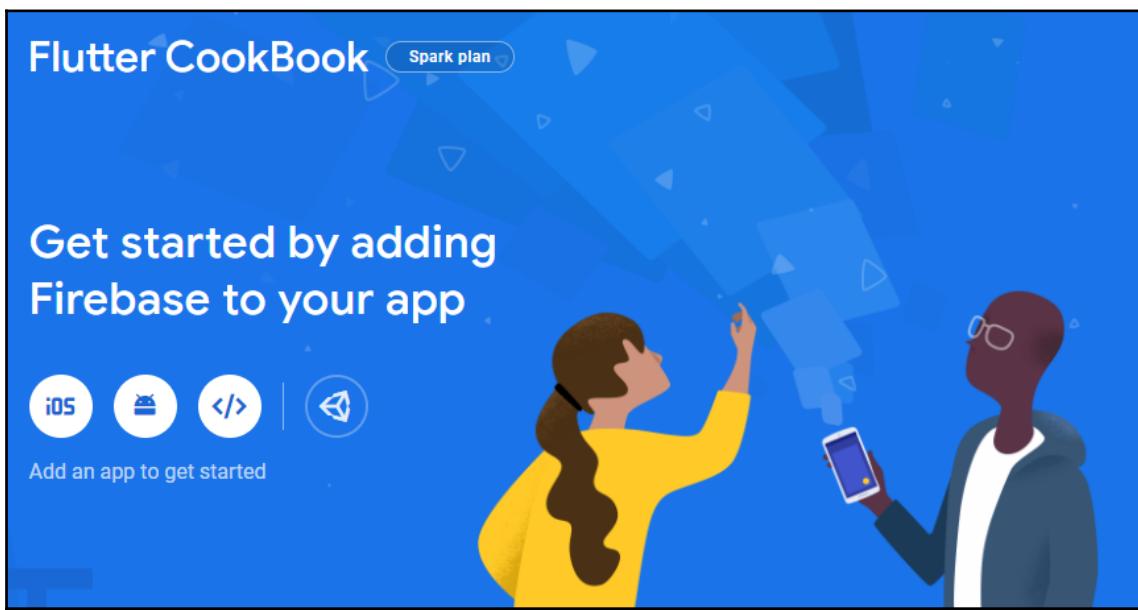








Chapter 12: Using Firebase



× Add Firebase to your Android app

1 Register app

Android package name [?](#)

it.softwarehouse.firebaseio_demo

App nickname (optional) [?](#)

Firebase Flutter

Debug signing certificate SHA-1 (optional) ②

Required for Dynamic Links, Invites, and Google Sign-In or phone number support in Auth. Edit SHA-1s in Settings.

Register app

2 Download config file

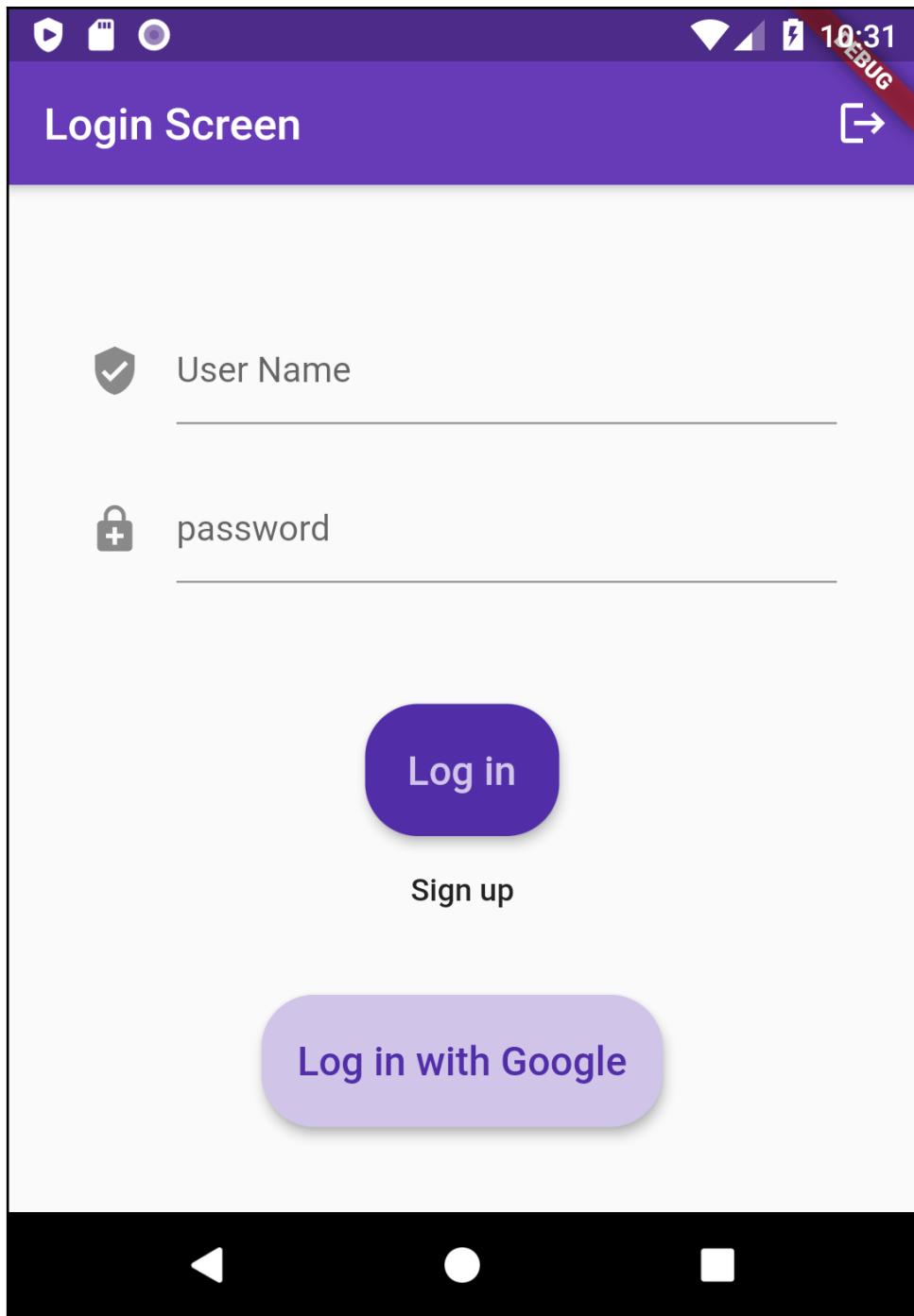
3 Add Firebase SDK

4 Next steps

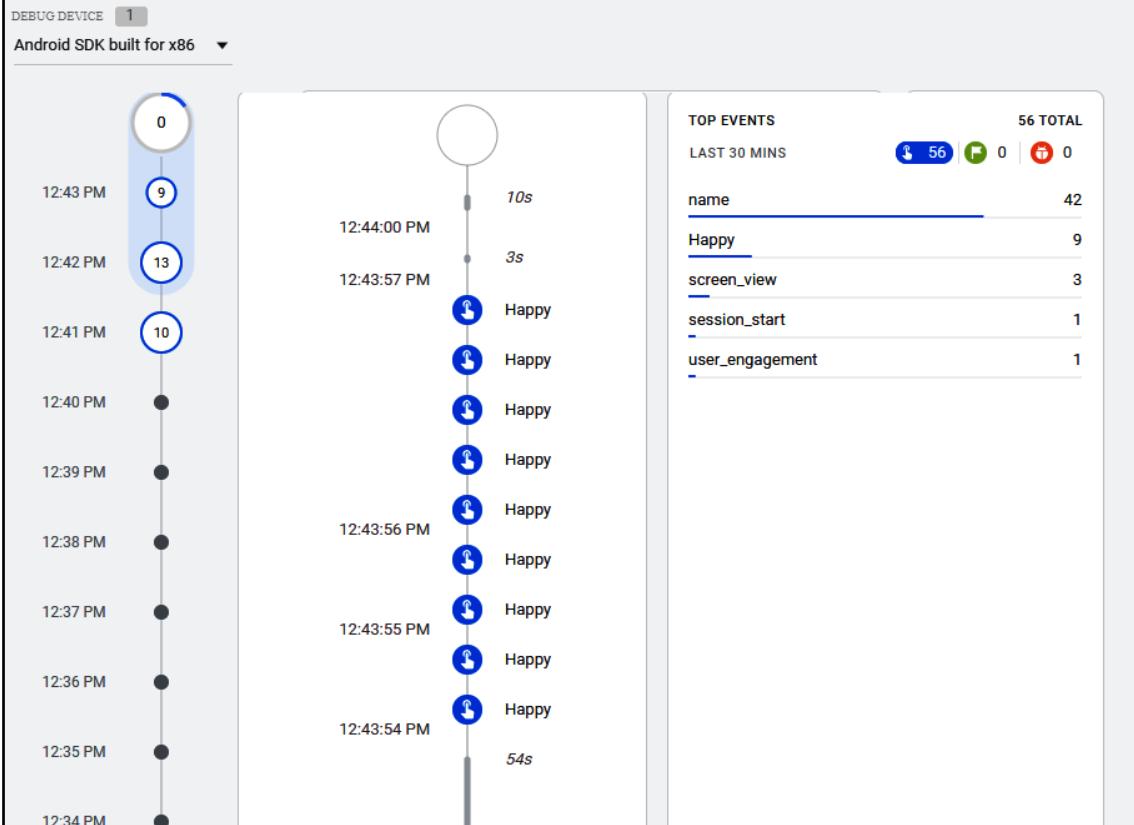
The screenshot shows the 'Authentication' section of the Flutter CookBook. At the top, there are navigation items: 'Flutter CookBook ▾', a bell icon with a red dot, three vertical dots, and a profile icon with the letter 'S'. Below the title 'Authentication', there are tabs: 'Users' (underlined), 'Sign-in method', 'Templates', and 'Usage'. A search bar with placeholder text 'Search by email address, phone number, or user UID' is followed by a blue 'Add user' button and a refresh/circular arrow icon. The main area displays a table of users:

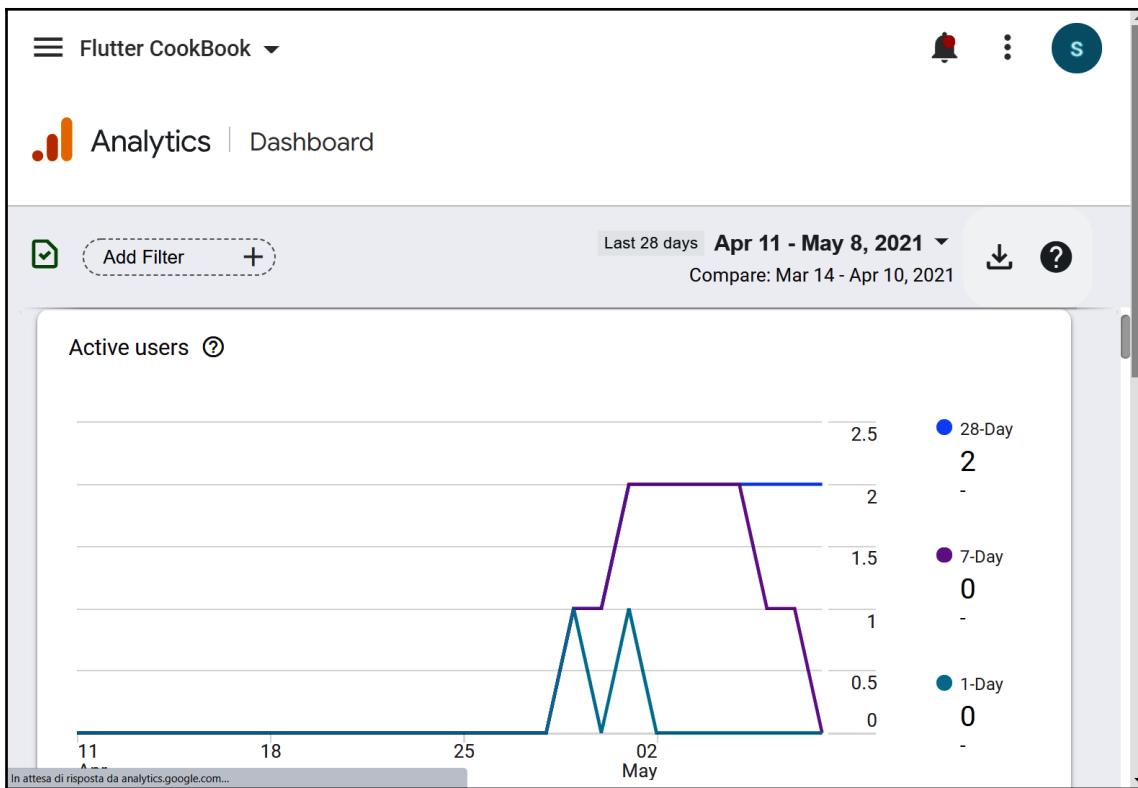
Identifier	Providers	Created	Signed In	User UID ↑
s.alessandria@inwin...	✉	Apr 29, 2...	Apr 29, 2...	EAuCO5N1SmODxbVD4a6B...
simone@softwarehou...	✉	Jan 4, 20...	Jan 12, 2...	UgZloabFtKfmHsnh8rTfgnE...

Sign-in providers	
Provider	Status
 Email/Password	Enabled
 Phone	Disabled
 Google	<input checked="" type="checkbox"/> Enable
<p>Google sign-in is automatically configured on your connected iOS and web apps. To set up Google sign-in for your Android apps, you need to add the SHA1 fingerprint for each app on your Project Settings.</p>	
Safelist client IDs from external projects (optional) 	
Web SDK configuration 	
Cancel	Save



DebugView





Cloud Firestore

Realtime updates, powerful queries, and automatic scaling

[Create database](#)



Is Cloud Firestore right for you? [Compare Databases](#)

Learn more



How do I get started?
[View the docs](#)



How much will Cloud
Firestore cost?
[View pricing](#)



What can Cloud Firestore
do for me?
[Learn more](#)

A video thumbnail with a blue background. At the top left is a yellow flame icon. Next to it is the text "Introducing Cloud Firestore". In the center is a white cloud icon. Below the cloud are three mobile devices (an iPhone, an iPad displaying a grid of icons, and a smartphone) and a laptop displaying a video player interface. At the bottom left is the yellow flame icon again. To the right of the devices is the text "Guarda più...". At the bottom is the text "Cloud Firestore".

Introducing Cloud Firestore

Guarda più...

Cloud Firestore

Cloud Firestore

Data Rules Indexes Usage

❖+ Prototype and test end-to-end with the Local Emulator Suite,

	
 flutter-cookbook-43242	
+ Start collection	

Start a collection



Give the collection an ID

2

Add its first document

Document parent path

/poll

Document ID

jRp7PQcFhOVUMICIJg03

A collection must contain at least one document, Cloud Firestore's unit of storage. Use an auto-generated ID or enter a custom ID if needed. Documents store your data as fields.

Field

Type

Value

icecream

= number

0



Field

Type

Value

pizza

= number

0



Cancel

Save

Cloud Firestore

Data Rules Indexes Usage

❖ Prototype and test end-to-end with the Local Emulator Suite, now with Firebase Authentication [Get started](#)

Home > poll > jRp7PQcFhOVU...

flutter-cookbook-43242

poll

⋮

jRp7PQcFhOVUMICIJg03

+ Start collection

+ Add document

+ Start collection

poll

jRp7PQcFhOVUMICIJg03

+ Add field

icecream: 7

pizza: 10

1

Notification

Notification title 

Your First Notification

Notification text

Flutter is your friend!

Notification image (optional) 

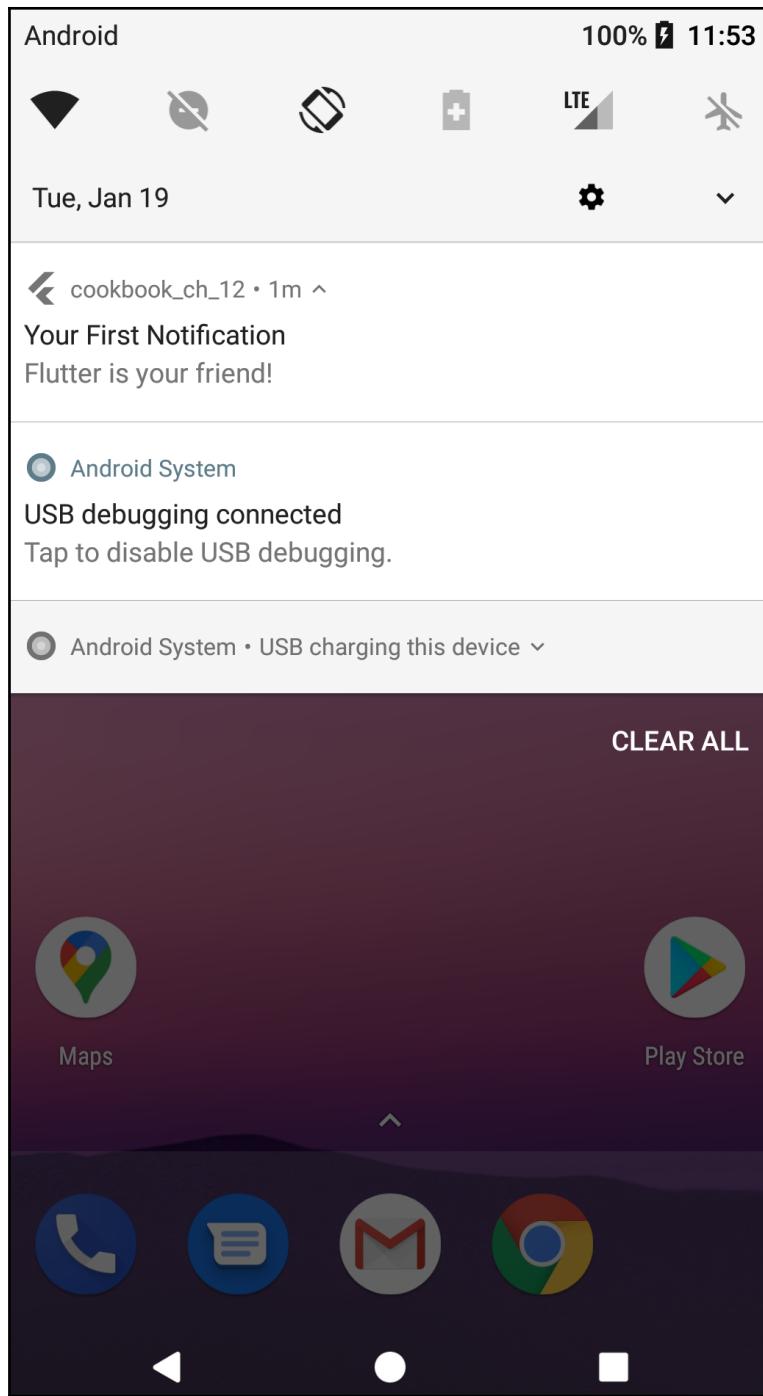
Example: <https://yourapp.com/image.png>

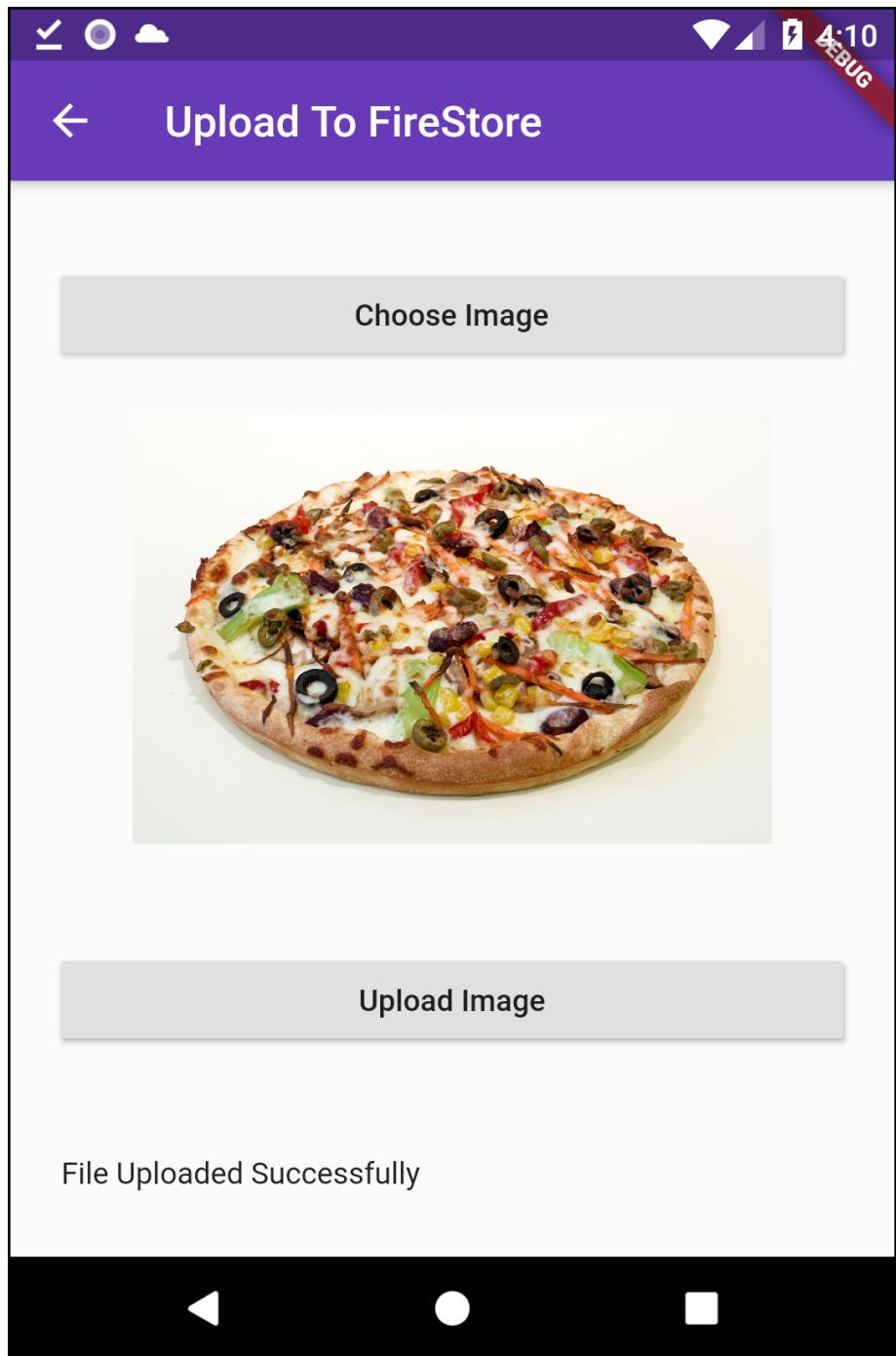


Notification name (optional) 

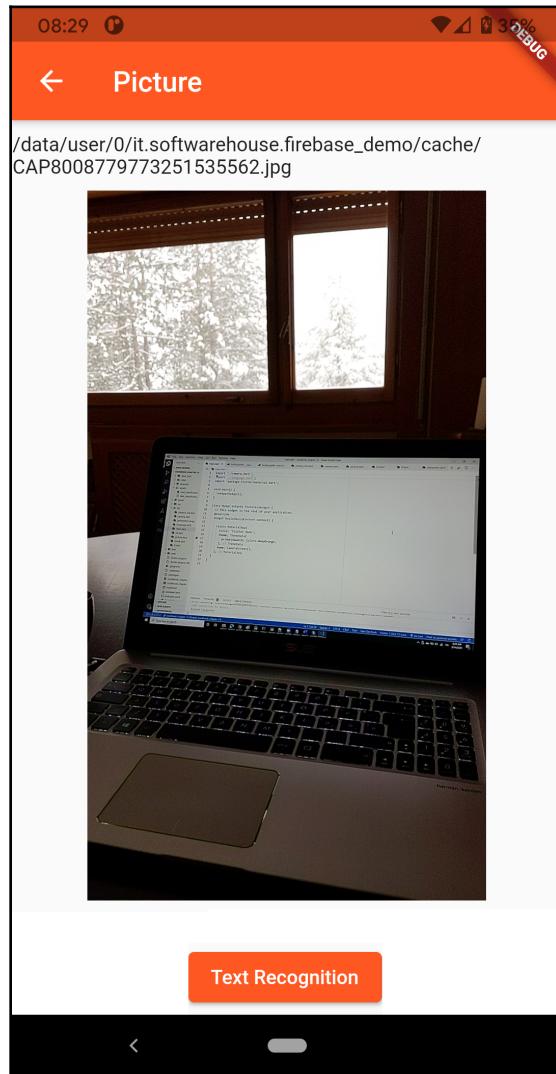
Enter optional name

Next





Chapter 13: Machine Learning with Firebase ML Kit



08:39 M

32% DEBUG



Result

Uoled- Notepad
ile Edit Format View Help
Flutter is
Google's UI
toolkit for
building
beautiful,
natively
Compiled
applications
Desktop
0180517
4 tems
DType here to search



16:07

100%
DEBUG

Result

Musical instrument - Confidence

93.50566864013672%

Desk - Confidence 72.75696992874146%

Computer - Confidence 71.5293288230896%

Television - Confidence 56.267374753952026%

Building - Confidence 53.56868505477905%



10:36 ☺ ⚡ ⚡

69% DEBUG

← Result

There are 1 face(s) in your picture

Face #1:

Smiling: 99.37315583229065% Left Eye Open:

94.72037553787231% Right Eye Open:

8.88165831565857% Height: 706.0 Width: 706.0



08:27



35%

DEBUG

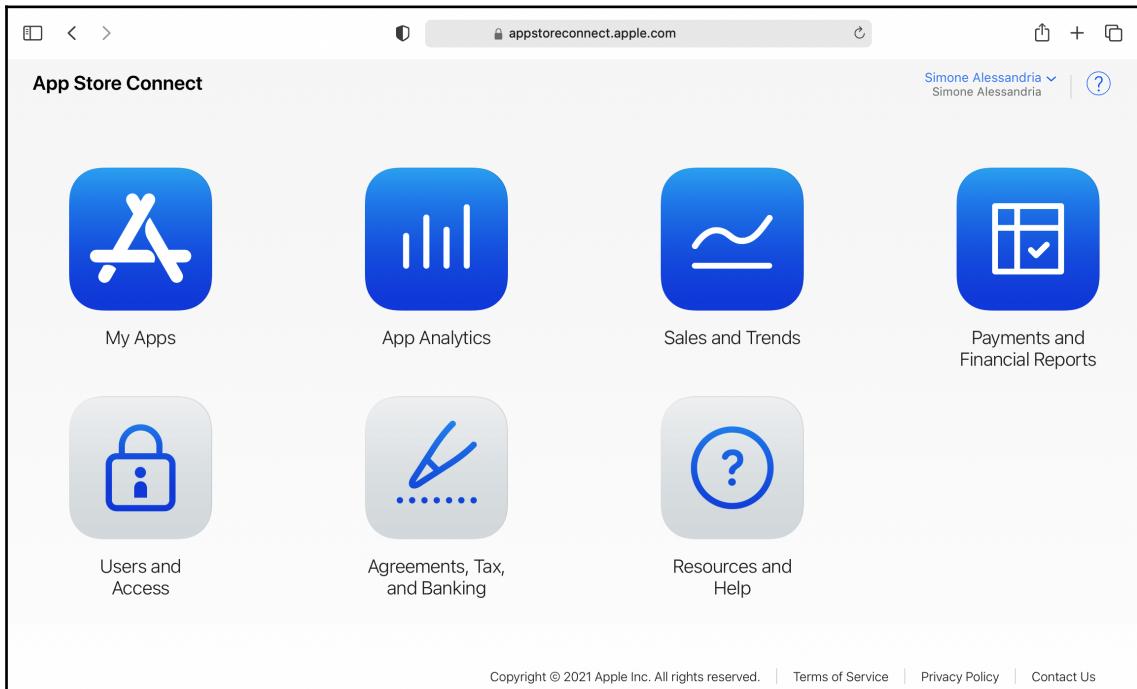


Result

Language: it - Confidence: 99.8610258102417%



Chapter 14: Distributing Your Mobile App



Register a new identifier

[Continue](#)

App IDs

Register an App ID to enable your app, app extensions, or App Clip to access available services and identify your app in a provisioning profile. You can enable app services when you create an App ID or modify these settings later.

Services IDs

For each website that uses Sign in with Apple, register a services identifier (Services ID), configure your domain and return URL, and create an associated private key.

Pass Type IDs

Register a pass type identifier (Pass Type ID) for each kind of pass you create (i.e. gift cards). Registering your Pass Type IDs lets you generate Apple-issued certificates which are used to digitally sign and send updates to your passes, and allow your passes to be recognized by Wallet.

Website Push IDs

Register a Website Push Identifier (Website Push ID). Registering your Website Push IDs lets you generate Apple-issued certificates which are used to digitally sign and send push notifications from your website to macOS.

iCloud Containers

Registering your iCloud Container lets you use the iCloud Storage APIs to enable your apps to store data and documents in iCloud, keeping your apps up to date automatically.

Certificates, Identifiers & Profiles

[◀ All Identifiers](#)

Register an App ID

[Back](#)

[Continue](#)

Platform

iOS, macOS, tvOS, watchOS

App ID Prefix

MRHET26894 (Team ID)

Description

BMI Calculator

You cannot use special characters such as @, &, *, ', ", -, .

Bundle ID Explicit Wildcard

it.softwarehouse.bmicalculator

We recommend using a reverse-domain name style string (i.e., com.domainname.appname). It cannot contain an asterisk (*).

Capabilities

ENABLED NAME

- | | |
|--------------------------|--|
| <input type="checkbox"/> |  Access WiFi Information (i) |
| <input type="checkbox"/> |  App Attest (i) |
| <input type="checkbox"/> |  App Groups (i) |
| <input type="checkbox"/> |  Apple Pay Payment Processing (i) |

New App

Platforms [?](#)

iOS macOS tvOS

Name [?](#)

BMI Calculator

16

Primary Language [?](#)

English (U.S.)



Bundle ID [?](#)

BMI Calculator - it.softwarehouse.bmicalculator



SKU [?](#)

it.softwarehouse.bmicalculator

User Access [?](#)

Cancel

Create

The screenshot shows the 'Create app' page in the Google Play Console. On the left, there's a sidebar with navigation links: 'All apps', 'Inbox' (19), 'Policy status', 'Users and permissions', 'Order management', 'Download reports', 'Settings' (expanded to show 'Developer account'), 'Developer account' (expanded to show 'Account details', 'Developer page', 'Activity log', 'API access', 'Linked accounts', 'Payments settings', 'Benchmarking preferences', 'Preferences', 'Email lists', and 'License testing'), and 'License testing'. The main area is titled 'App details'. It contains fields for 'App name' (set to 'itsoftwarehouse.fluttercookbook') with a note below it: 'This is how your app will appear on Google Play. It should be concise and not include price, rank, 32 / 50 any emoji or repetitive symbols.', and 'Default language' (set to 'English (United States) – en-US'). Below these are sections for 'App or game' (set to 'App'), 'Free or paid' (set to 'Free'), and 'Benchmarking preferences' (with a note: 'You can edit this until you publish your app. Once you've published, you can't change a free app to paid.'). At the bottom right are 'Cancel' and 'Create app' buttons.

≡ Google Cloud Platform firebase demo ▾

 IAM & Admin	publish_sa
 IAM	DETAILS PERMISSIONS
 Identity & Organization	
 Policy Troubleshooter	
 Policy Analyzer	
 Organization Policies	
 Service Accounts	
 Labels	
 Settings	
 Privacy & Security	
 Identity-Aware Proxy	
 Roles	
 Audit Logs	

Service account details

Name	publish_sa
Description	Publishing Service Account
Email	publish-sa.firebaseio-demo-305209.iam.gserviceaccount.com
Unique ID	108784229501087015862

Service account status

Disabling your account allows you to preserve your policies without having to delete it.

Account currently active

[DISABLE SERVICE ACCOUNT](#)

```
Removed unused resources: Binary resource data reduced from 125KB to 100KB: Removed 19%
Running Gradle task 'bundleRelease'...
Running Gradle task 'bundleRelease'... Done                                32,6s
✓ Built build\app\outputs\bundle\release\app-release.aab (80.6MB).
```

The screenshot shows the Google Play Console interface. At the top, there's a navigation bar with the "Google Play Console" logo, a search bar labeled "Search Play Console", and several icons including a link, a question mark, and a user profile. Below the navigation bar, there are two buttons: "All apps" on the left and "Create open testing release" on the right. The main content area has a title "App signing preferences" with a close button "X". Underneath the title, there's a list of five options for app signing, each preceded by a radio button. The first option, "Let Google manage and protect your app signing key (recommended)", is selected and highlighted in blue. The other four options are unselected and grayed out: "Use the same key as another app in this developer account", "Export and upload a key from Java keystore", "Export and upload a key (not using Java Keystore)", and "Opt out of Play App Signing". At the bottom right of the content area, there are two buttons: "Cancel" and a blue "Update" button.

App signing preferences

Let Google manage and protect your app signing key (recommended)

Use the same key as another app in this developer account

Export and upload a key from Java keystore

Export and upload a key (not using Java Keystore)

Opt out of Play App Signing

Cancel Update

App signing preferences

Let Google manage and protect your app signing key (recommended)

Use the same key as another app in this developer account

Export and upload a key from Java keystore

≡  Google Play Console

Search Play Console

← All apps

Dashboard

Inbox 4

Statistics

Publishing overview

Release

Releases overview

Production

Testing

Open testing

Closed testing

Internal testing

Pre-registration

Create open testing release

● We found some problems with your release

Prepare — Review and release

Errors, warnings and messages

! 3 Errors

Show less ^

● Error

Your app cannot be published yet. Complete the steps listed on the Dashboard.

[Go to Dashboard](#)

● Error

You need to add a full description

● Error

No countries or regions have been selected for this track. Add at least 1 country or region to roll out this release. [Learn more](#)

Rollout to open testing?



This release will be available to testers. Anyone can join your tests on Google Play.

Cancel

Rollout

[← Releases overview](#)

1 (2.0.0)

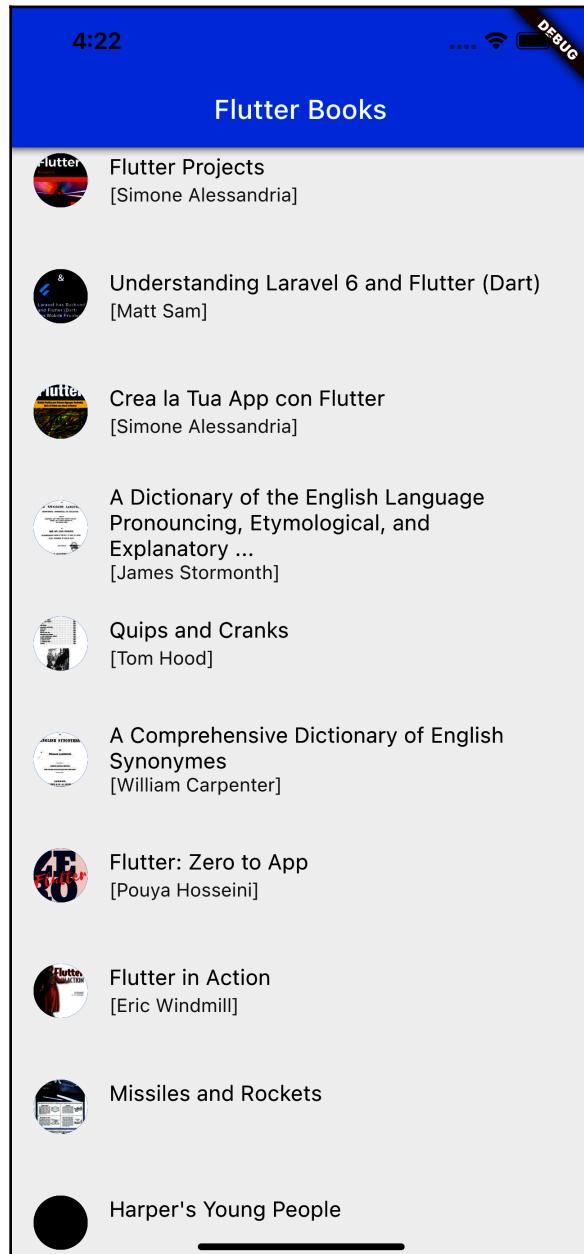
Release summary

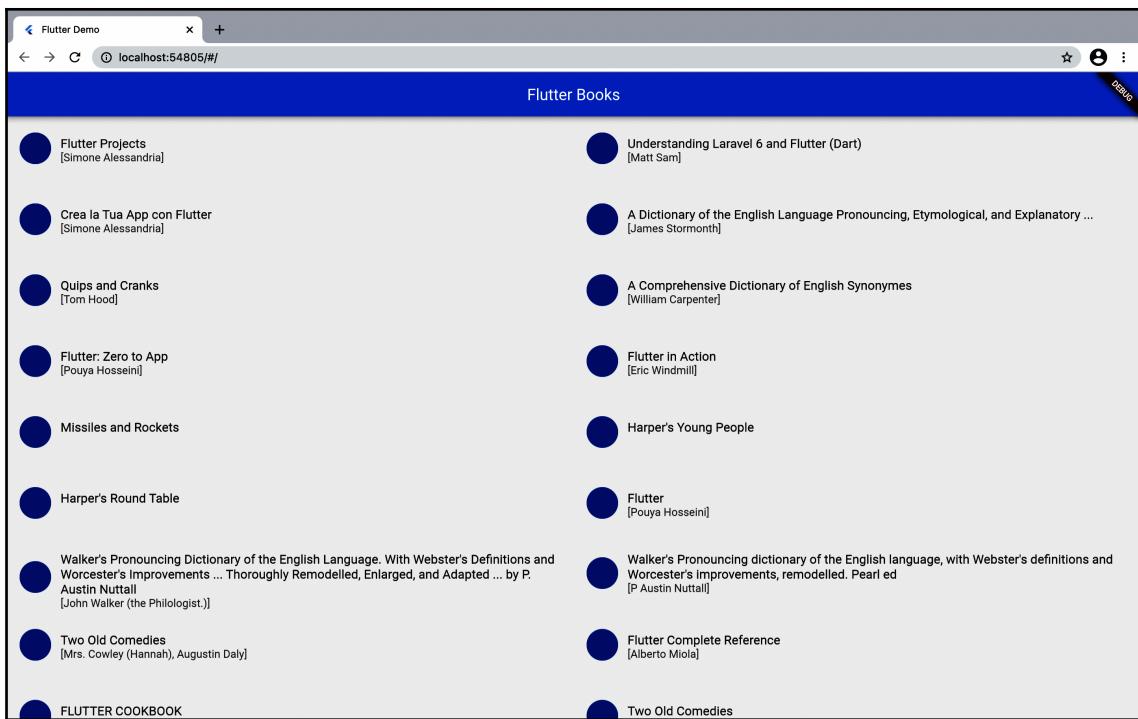
Available to unlimited testers • Open testing • Released on Mar 4 11:43 AM • Available on 16,896 devices

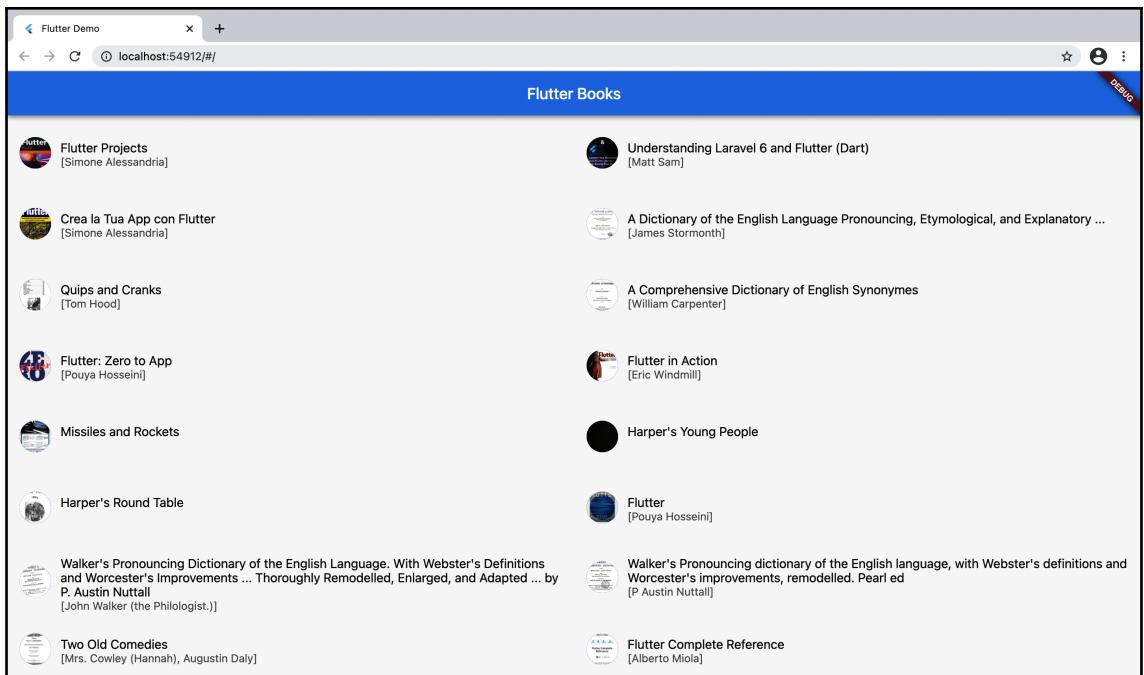
App bundles and APKs

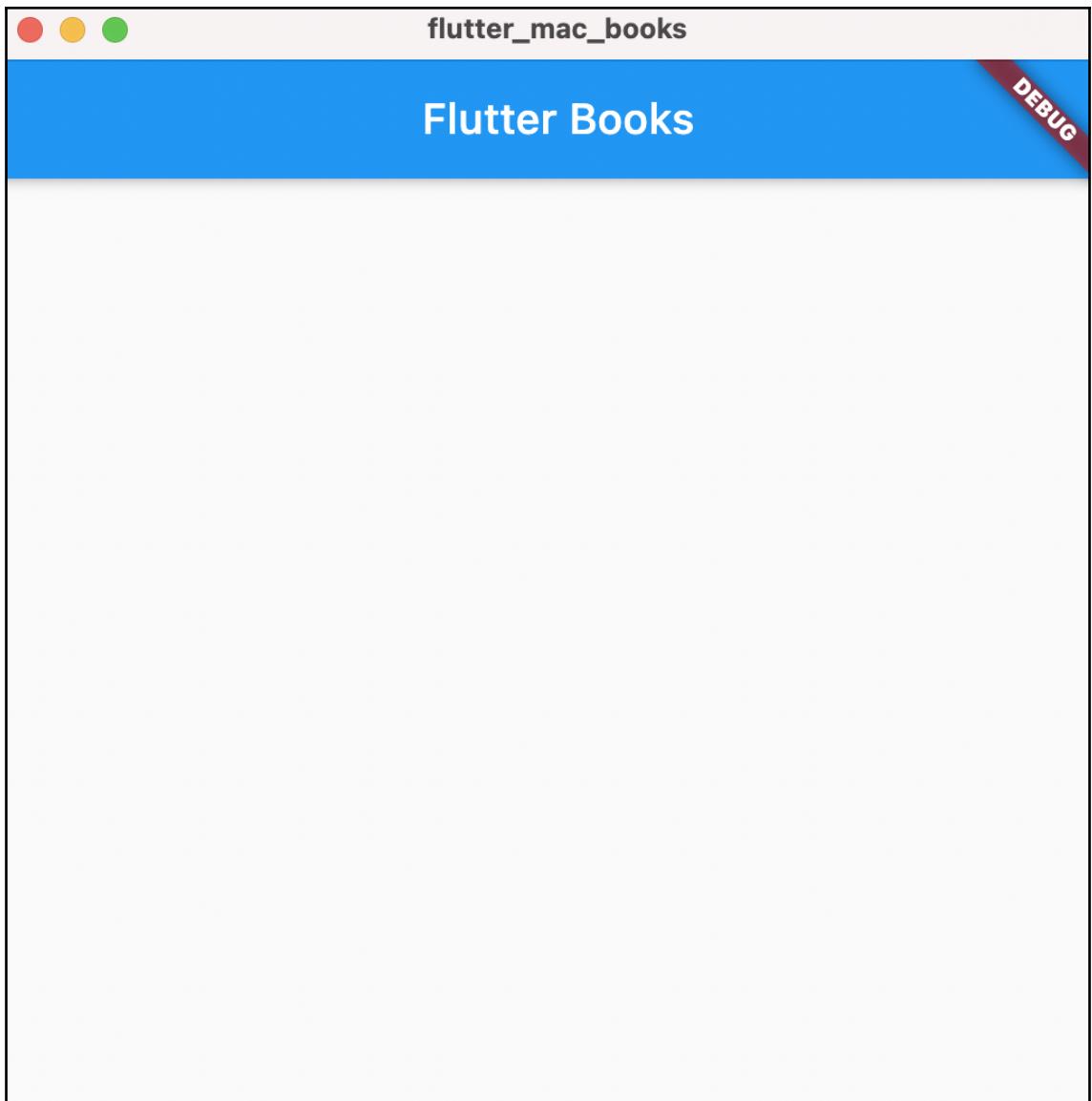
Promote release ▾ [View track](#)
Closed testing ▶
Production

Chapter 15: Flutter Web and Desktop









```
13 | Future<List<Book>> getFlutterBooks() async {
14 |
15 |     Uri uri = Uri.https(authority, path, params);
16 |     Response result = await http.get(uri);
```

Exception has occurred.
SocketException (SocketException: Connection failed (OS Error: Operation not permitted, errno = 1), address = www.googleapis.com, port = 443)

```
Command Prompt
Microsoft Windows [Version 10.0.18363.1440]
(c) 2019 Microsoft Corporation. All rights reserved.

C:\Users\sales>flutter devices
3 connected devices:

Windows (desktop) • windows • windows-x64      • Microsoft Windows [Version 10.0.18363.1440]
Chrome (web)       • chrome   • web-javascript • Google Chrome 89.0.4389.90
Edge (web)         • edge     • web-javascript • Microsoft Edge 89.0.774.54

C:\Users\sales>flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel beta, 2.1.0-12.2.pre, on Microsoft Windows [Version 10.0.18363.1440], locale en-US)
[✓] Android toolchain - develop for Android devices (Android SDK version 29.0.0)
[✓] Chrome - develop for the web
[✓] Visual Studio - develop for Windows (Visual Studio Community 2019 16.4.3)
[✓] Android Studio (version 3.4)
[✓] VS Code, 64-bit edition (version 1.54.3)
[✓] Connected device (3 available)

• No issues found!

C:\Users\sales>
```

Woohoo!

Firebase CLI Login Successful

You are logged in to the Firebase Command-Line interface. You can immediately close this window and continue using the CLI.

