

**Họ và Tên:** Lê Thị Đan Liên

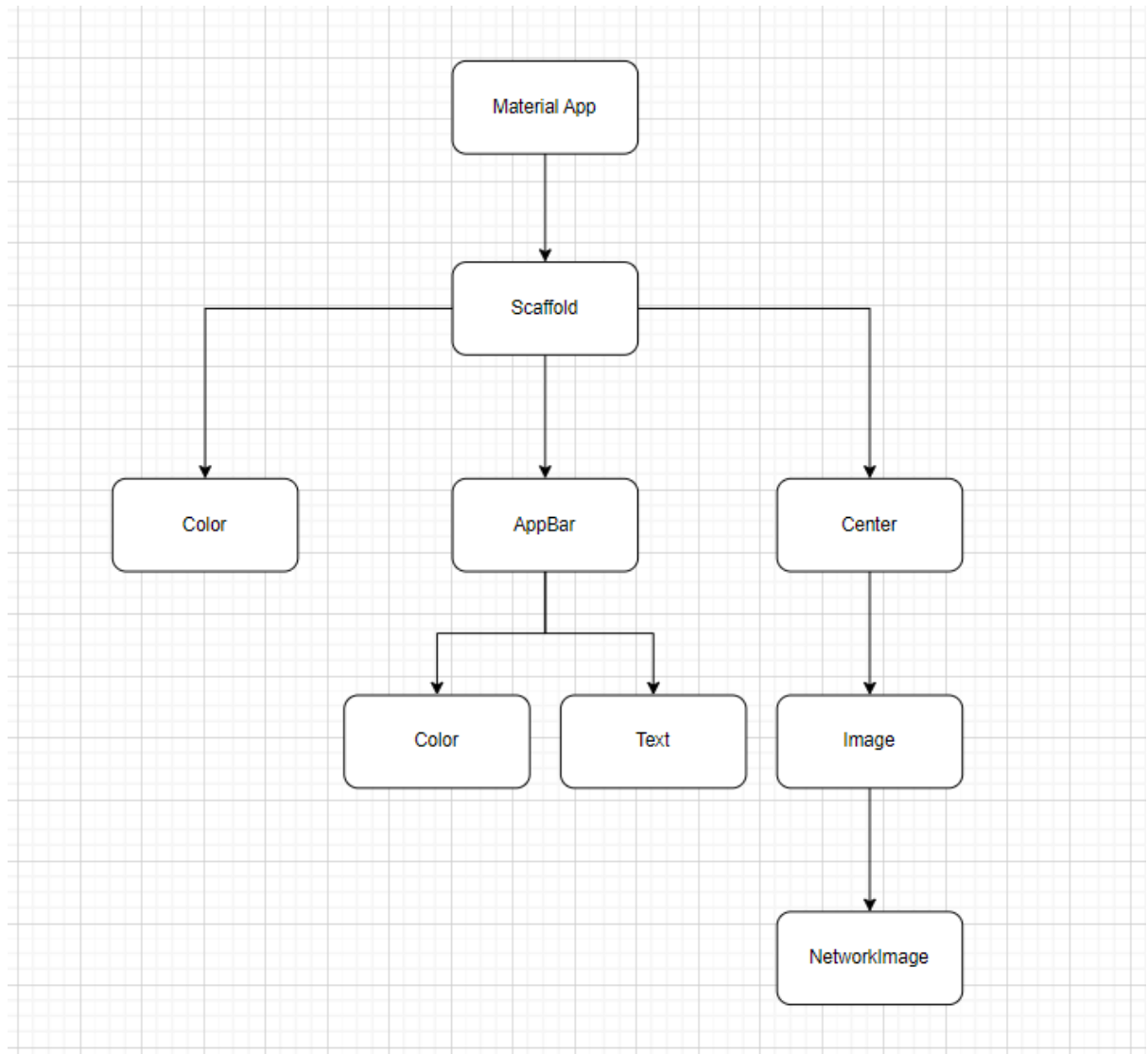
**Lớp:** 21SE4

**Lớp học phần :** Phát triển ứng dụng di động đa nền tảng (5)

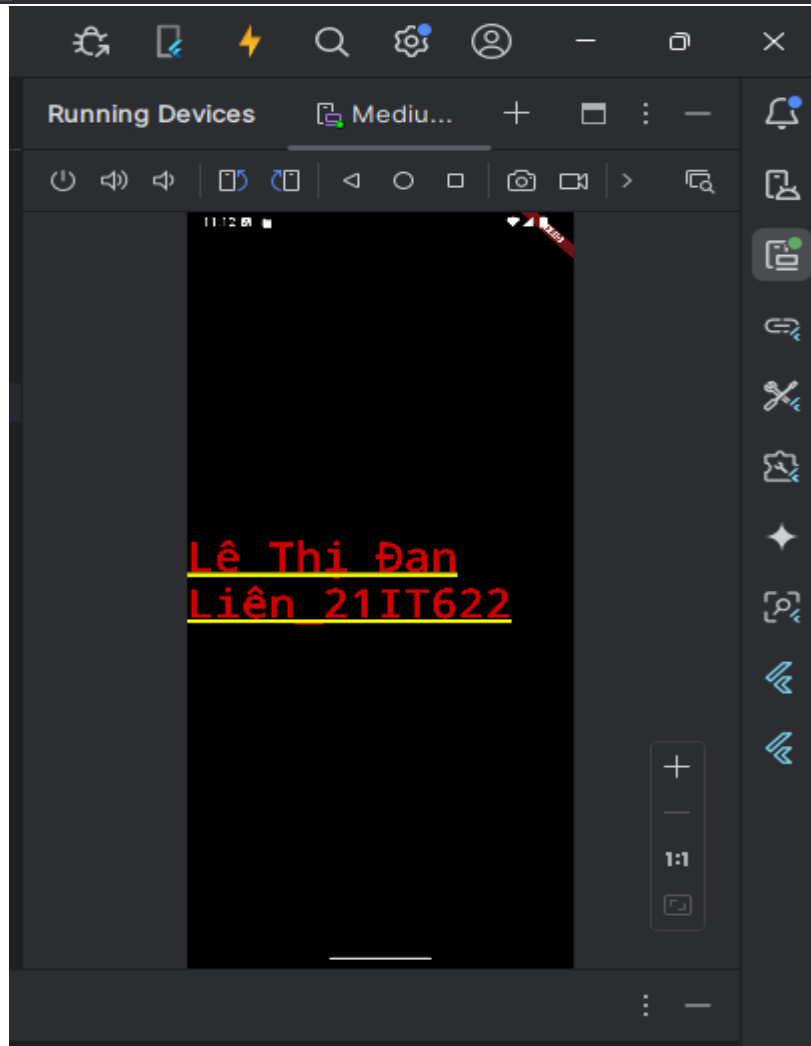
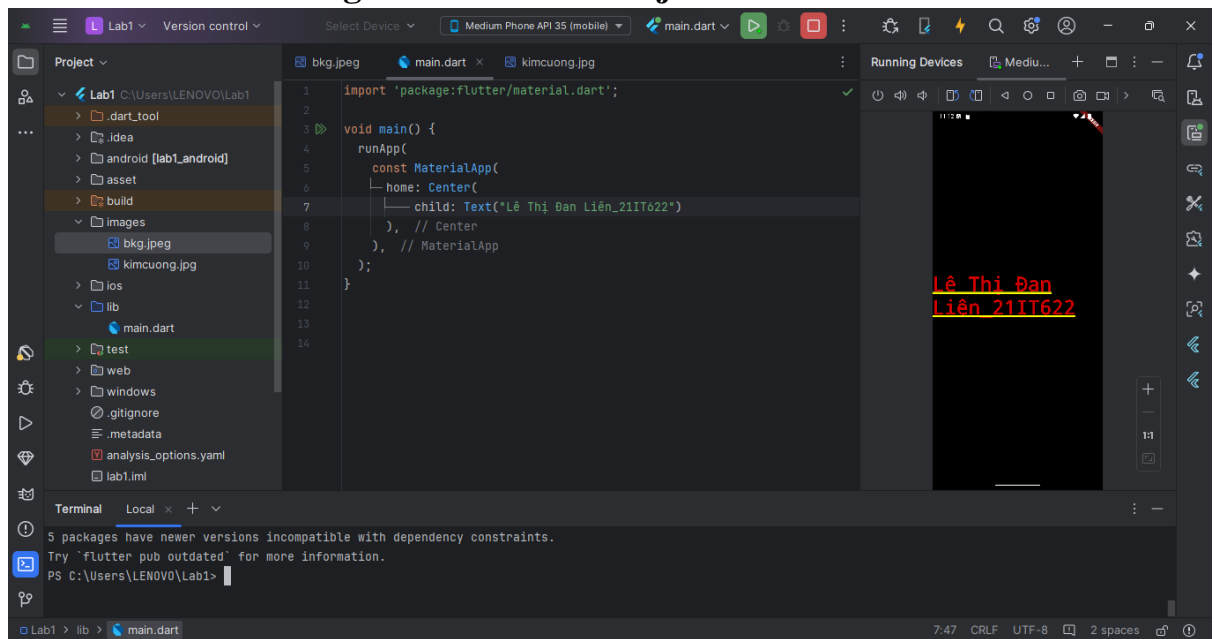
**Mã SV:** 21IT622

## LAB 1: I AM RICH

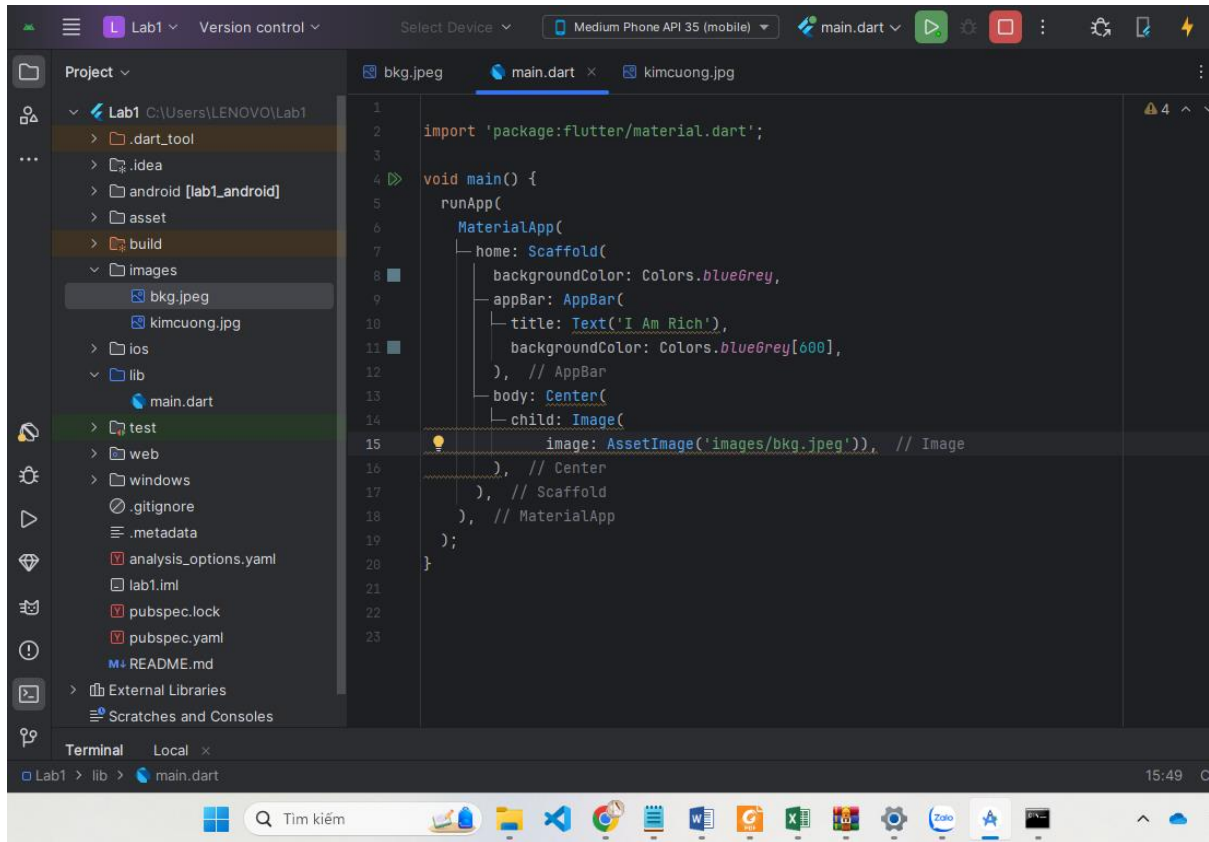
### 1. I Am Rich Structure

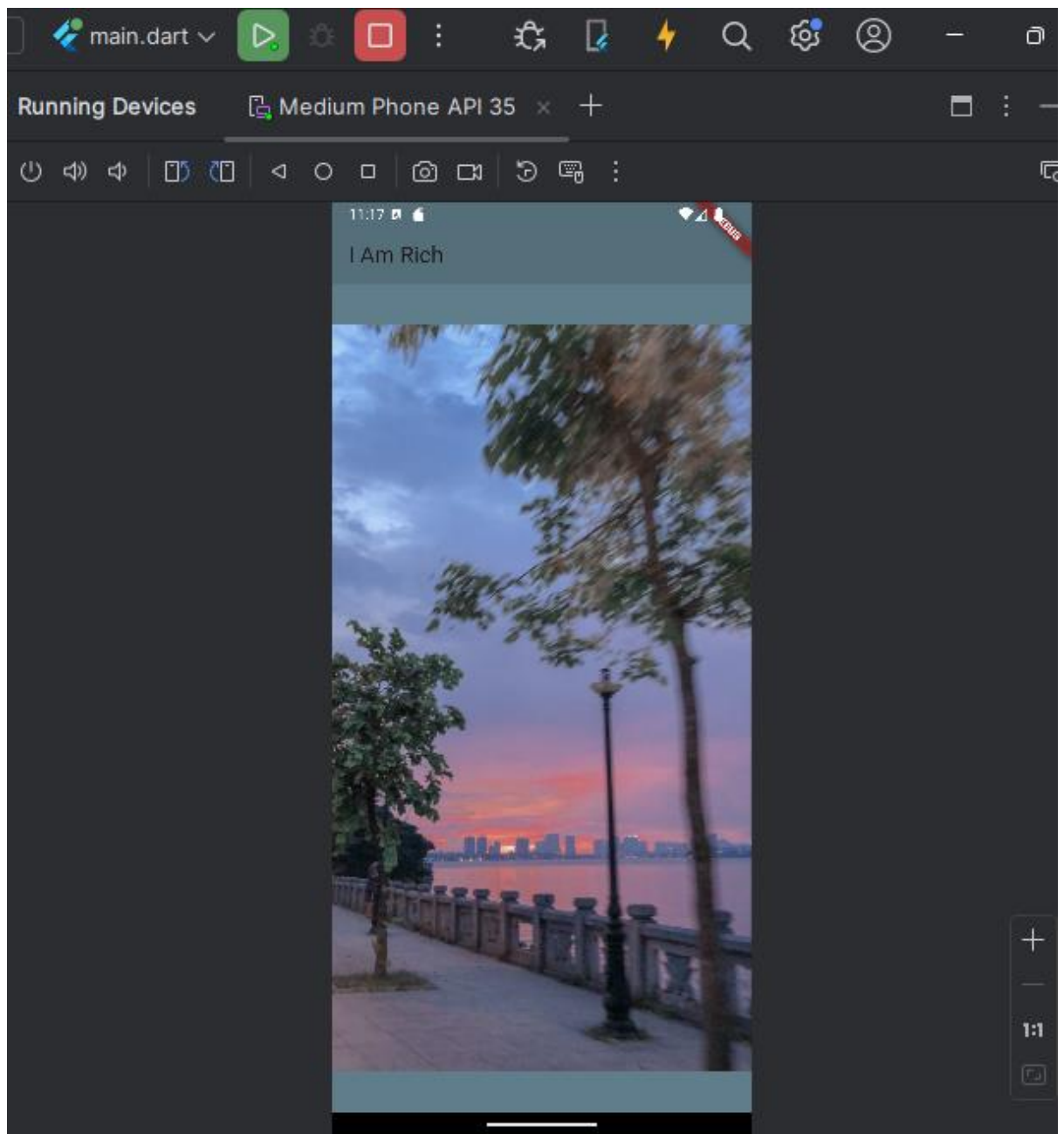


## 2. Creating a New Flutter Project from Scratch:



### 3. Scaffolding a Flutter App





#### 4. Working with Assets in Flutter & the Pubspec file

- Repair the file pubspec.yaml

The screenshot shows an IDE with three tabs: README.md, main.dart, and pubspec.yaml. The pubspec.yaml file is active and contains the following configuration:

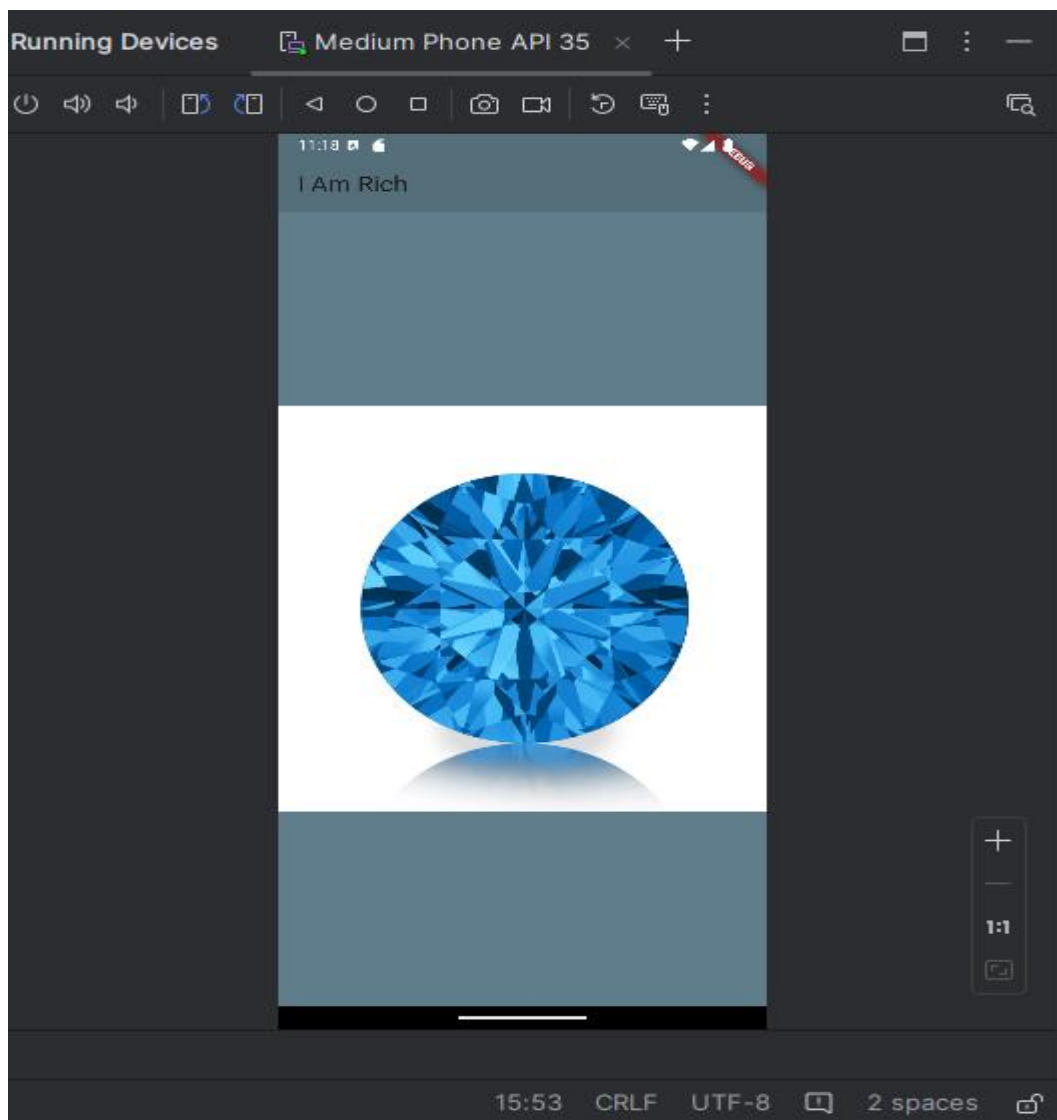
```
1 name: lab1
2 description: "A new Flutter project."
3 publish_to: 'none' # Remove this line if you wish to publish to pub.dev
4 version: 1.0.0+1
5
6 environment:
7   sdk: ^3.5.0
8 dependencies:
9   flutter:
10     sdk: flutter
11   cupertino_icons: ^1.0.8
12
13 dev_dependencies:
14   flutter_test:
15     sdk: flutter
16   flutter_lints: ^4.0.0
17 flutter:
18   uses-material-design: true
19 assets:
20   - images/
```

On the right side, there is a 'Flutter commands' panel with buttons for 'Pub get', 'Pub upgrade', 'Pub outdated', and 'Flutter doctor'. A status bar at the bottom indicates 'Document 1/1 - flutter'.

The screenshot shows an IDE with a project named 'Lab1'. The left sidebar displays the project structure, including folders like .dart\_tool, .idea, android, asset, build, images, ios, lib, test, web, windows, .gitignore, .metadata, analysis\_options.yaml, lab1.iml, pubspec.lock, pubspec.yaml, README.md, and External Libraries. The main editor shows the main.dart file with the following code:

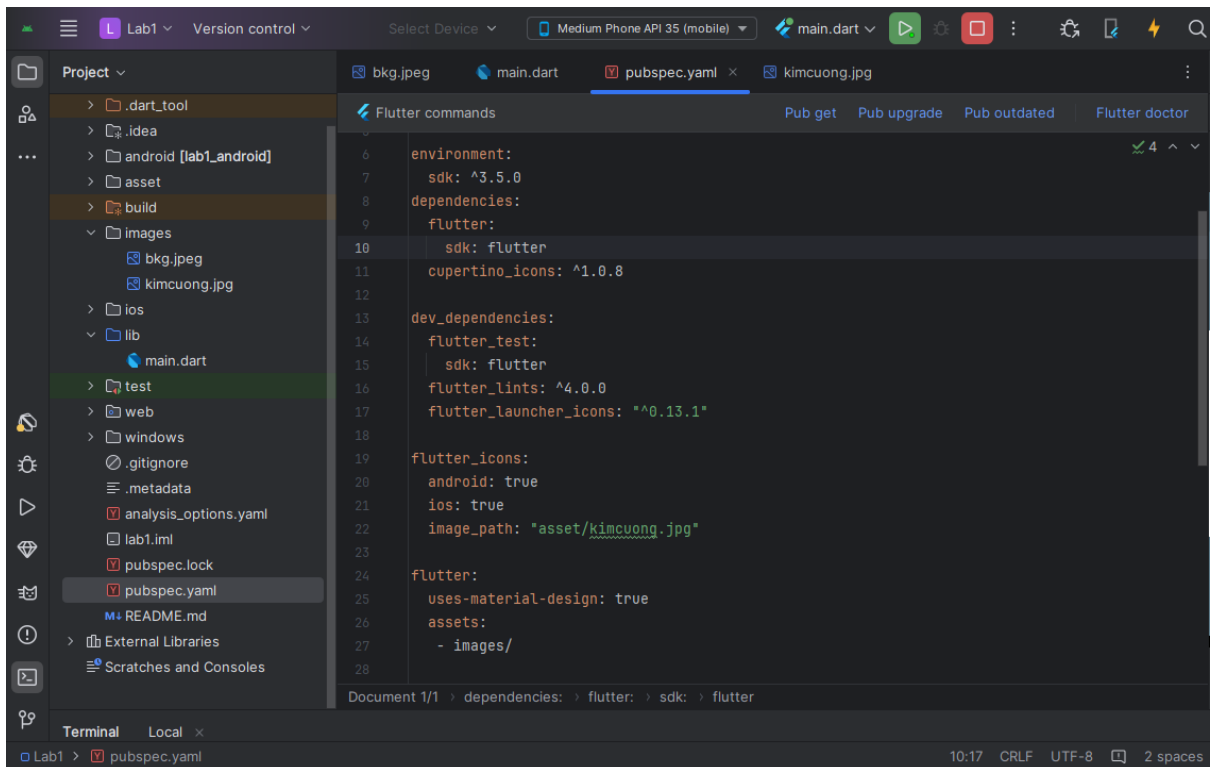
```
1
2 import 'package:flutter/material.dart';
3
4 void main() {
5   runApp(
6     MaterialApp(
7       home: Scaffold(
8         backgroundColor: Colors.blueGrey,
9         appBar: AppBar(
10           title: Text('I Am Rich'),
11           backgroundColor: Colors.blueGrey[600],
12         ), // AppBar
13         body: Center(
14           child: Image(
15             image: AssetImage('images/kimcuong.jpg'), // Image
16           ), // Center
17         ), // Scaffold
18       ), // MaterialApp
19     );
20 }
21
22
23
```

The bottom status bar shows 'Lab1 > lib > main.dart' and the time '15:53 CRLF'.

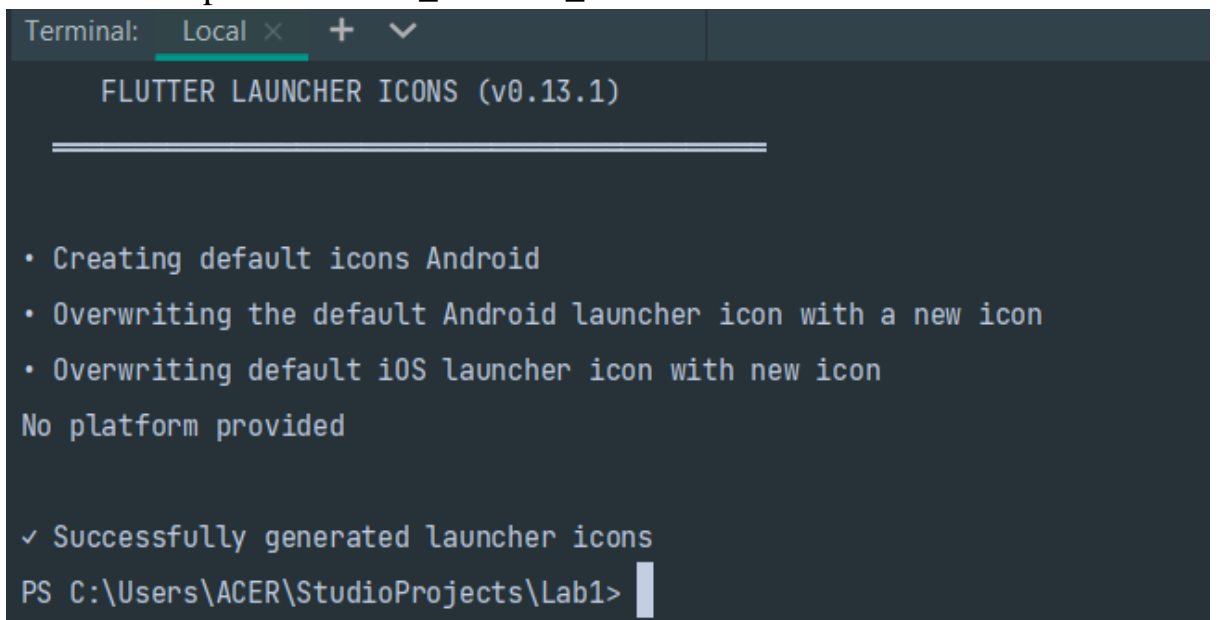


## 5. How to Add App Icons to the iOS and Android Apps

- *Setup the config file:*



- **Run the package**
- After setting up the configuration, all that is left to do is run the package.
  - o flutter pub get
  - o flutter pub run flutter\_launcher\_icons



- Run app:

