Flavors

for Android :-

```
android/app/build.gradle.kts
```

```kotlin
 //in
android {
    ...
    buildTypes {
      getByName("debug") {...}
      getByName("release") {...}
    }
...
...
...
...
//add this:-

    flavorDimensions += "default"
// If you only have one dimension, you can skip adding it technically.
// But if you have multiple types of flavors (e.g., region, environment,
// API type, etc.), you use flavorDimensions to tell
//Gradle how to combine them
// like making groupes

    productFlavors {
        create("staging") {
            dimension = "default"
            applicationIdSuffix = ".staging"
//com.example.myapp.staging
        }
        create("production") {
            dimension = "default"
            applicationIdSuffix = ".production"
        }


    }
  }
```

change app name "lable" in phone launch icon to make 2 names ├─myapp production
                                                              ├─myapp staging

`android/app/build.gradle.kts`

```kotlin
android {
    ...
    flavorDimensions += "default"
    productFlavors {
        create("staging") {
            dimension = "default"
            resValue(
                type = "string",
                name = "app_name",
                value = "myapp staging")
            applicationIdSuffix = ".staging"
        }
        create("production") {
            dimension = "default"
            resValue(
                type = "string",
                name = "app_name",
                value = "myapp production")
            applicationIdSuffix = ".production"
        }
    }
```

then in ⟹ android/app/src/main/AndroidManifest.xml
add @string/app_name in lable

```xml
<manifest xmlns:android="http://schemas.android.com/apk/res/android">
    <application
        android:label="@string/app_name"
        ...
    />
/>
```

distinct icon for two product flavors

create icon with following sizes in PNG format for each flavor:

mipmap-mdpi (48x48 pixels)
mipmap-hdpi (72x72 pixels)
mipmap-xhdpi (96x96 pixels)
mipmap-xxhdpi (144x144 pixels)
mipmap-xxxhdpi (192x192 pixels)

 using https://www.appicon.co/

paste them in

```
android\app\src\staging\res\
android\app\src\production\res\
```

change production,staging for your flavors names

 then in ⇒ android/app/src/main/AndroidManifest.xml
 android:icon="@mipmap/ic_launcher">

```
flutter run --flavor staging
flutter run --flavor production
```


flutter (run | build) --flavor <flavor_name>

(run | build): Replace this with one of the following:

run: Run the app in debug mode.
build: Run the app in production mode.

<flavor_name>: Replace this with the name of your Android product flavor
(for example, staging or production).

If you have assets that are only used in a specific flavor in your app

pubspec.yaml

```
flutter:
  assets:
    - path: assets/flavor_c/images
      flavors:
      - flavor_c
    - path: assets/flavor_a_and_b/images
      flavors:
      - flavor_a
      - flavor_b
```

---

specific flavor when you launch your app without specifying a flavor.

pubspec.yaml

```
flutter:
  default-flavor: production
```

```
// Use this command to run the default flavor (production).
flutter run

// Use this command to run non-default flavors (staging).
flutter run --flavor staging
```

---

for run without cmd⇒

launch.json

```json
{
        "name": "flavorDev",
        "request": "launch",
        "type": "dart",
        "program": "lib/main_staging.dart",
        "args": [
            "--flavor",
            "staging",
            "target",
            "lib/main_staging.dart"
        ]
    },
    {
        "name": "flavorProd",
        "request": "launch",
        "type": "dart",
        "program": "lib/main_production.dart",
        "args": [
            "--flavor",
            "production",
            "target",
            "lib/main_production.dart"
        ]
    }
```