

LEARN ENGLISH

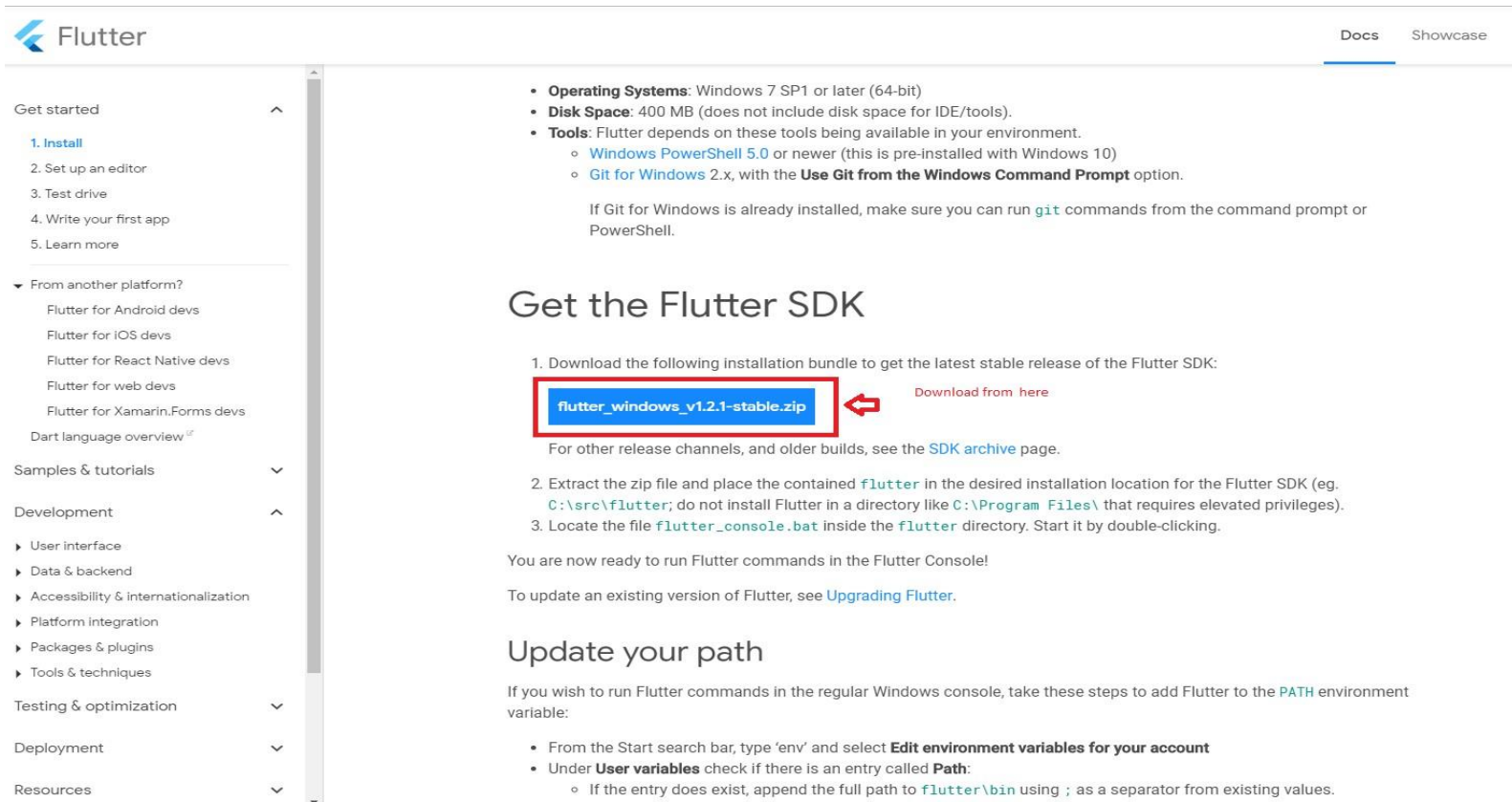


Thank you for purchasing the code. It really means a lot.

How to Setup Flutter in Android Studio

Download Latest Flutter SDK from below link.in that click on flutter_window_xxx.zip button.

<https://flutter.dev/docs/get-started/install/windows>




The screenshot shows the Flutter documentation website. On the left is a navigation sidebar with categories like 'Get started', 'From another platform?', 'Samples & tutorials', 'Development', 'Testing & optimization', 'Deployment', and 'Resources'. The main content area is titled 'Get the Flutter SDK' and contains the following information:

- Operating Systems:** Windows 7 SP1 or later (64-bit)
- Disk Space:** 400 MB (does not include disk space for IDE/tools).
- Tools:** Flutter depends on these tools being available in your environment.
 - Windows PowerShell 5.0 or newer (this is pre-installed with Windows 10)
 - Git for Windows 2.x, with the **Use Git from the Windows Command Prompt** option.

If Git for Windows is already installed, make sure you can run `git` commands from the command prompt or PowerShell.

Get the Flutter SDK

- Download the following installation bundle to get the latest stable release of the Flutter SDK:
 [Download from here](#)
- For other release channels, and older builds, see the [SDK archive](#) page.
- Extract the zip file and place the contained **flutter** in the desired installation location for the Flutter SDK (eg. `C:\src\flutter`; do not install Flutter in a directory like `C:\Program Files\` that requires elevated privileges).
- Locate the file `flutter_console.bat` inside the `flutter` directory. Start it by double-clicking.

You are now ready to run Flutter commands in the Flutter Console!

To update an existing version of Flutter, see [Upgrading Flutter](#).

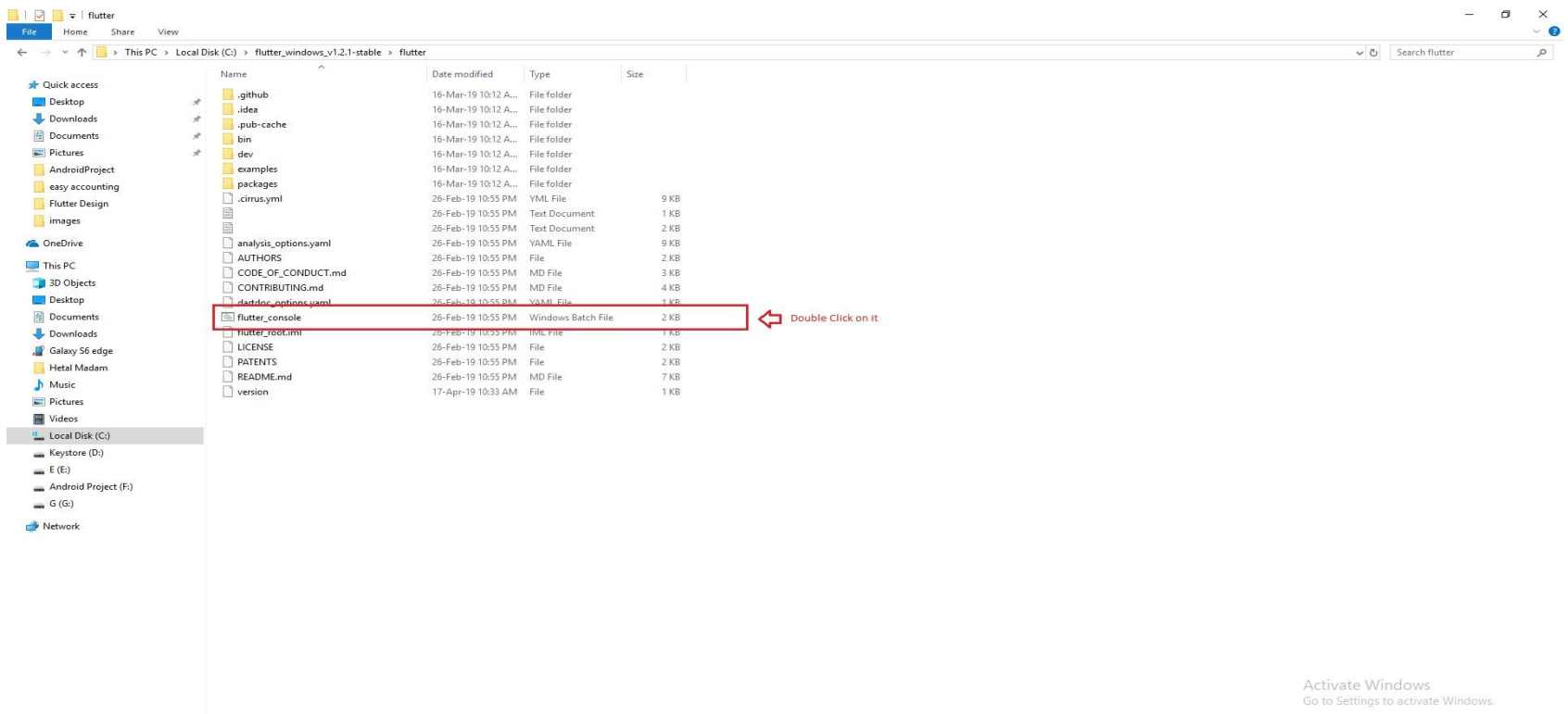
Update your path

If you wish to run Flutter commands in the regular Windows console, take these steps to add Flutter to the `PATH` environment variable:

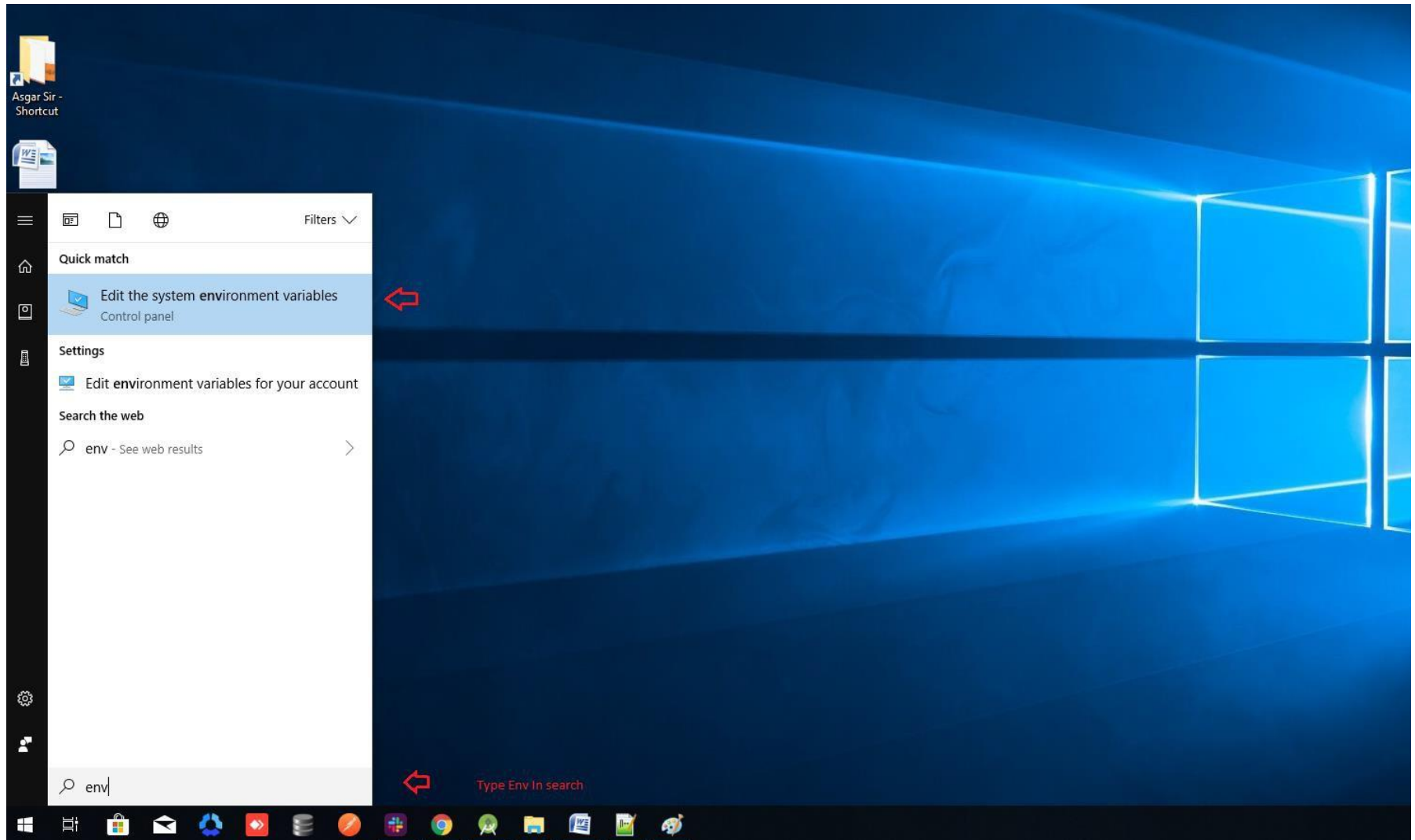
- From the Start search bar, type 'env' and select **Edit environment variables for your account**
- Under **User variables** check if there is an entry called **Path**:
 - If the entry does exist, append the full path to `flutter\bin` using `;` as a separator from existing values.

Extract the zip file and copy flutter folder into your desired installation location for the Flutter SDK (eg. C:\src\flutter; do not install Flutter in a directory like C:\Program Files.(\

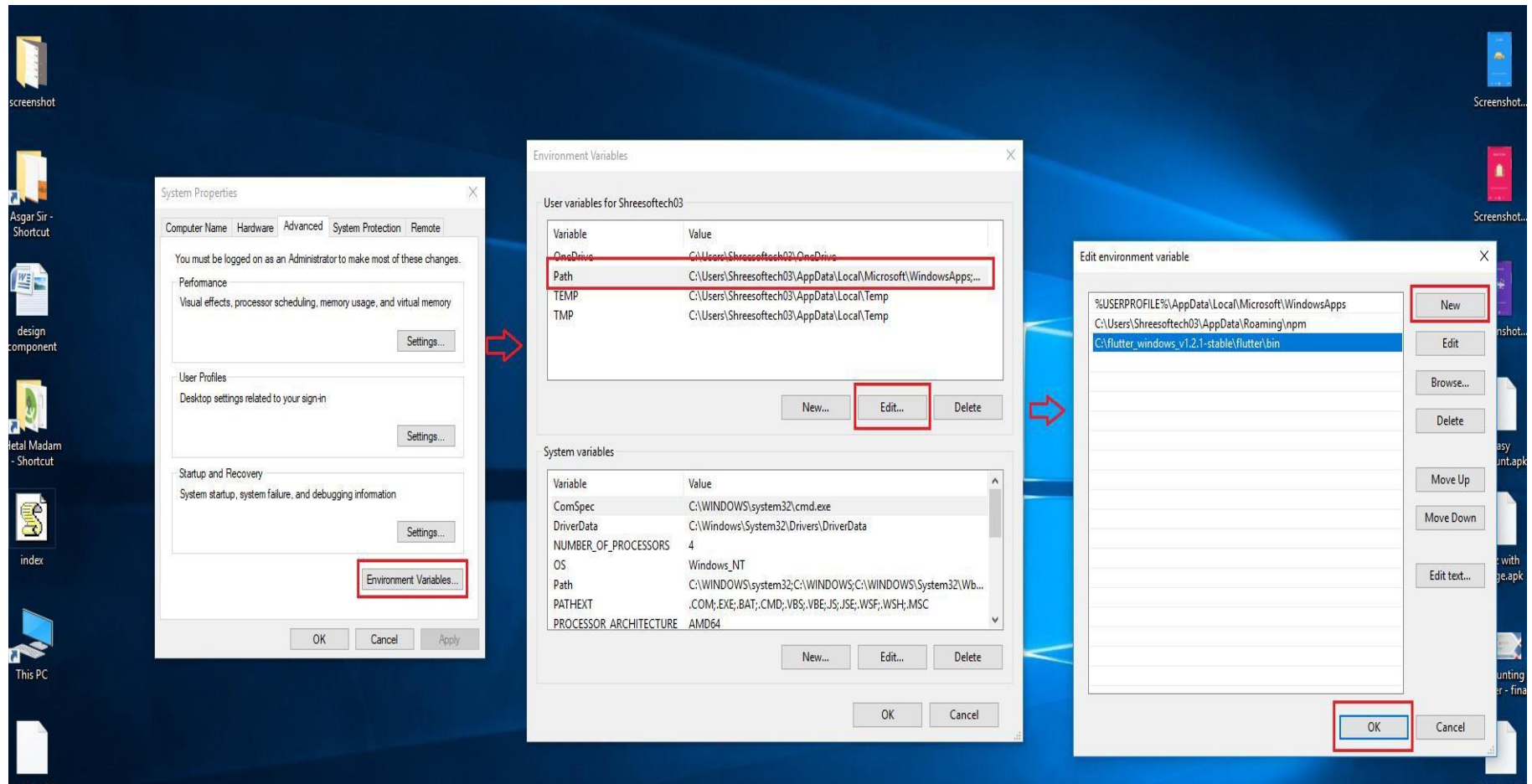
Inside Flutter folder find flutter_console.bat. Start it by double-clicking.<\li<



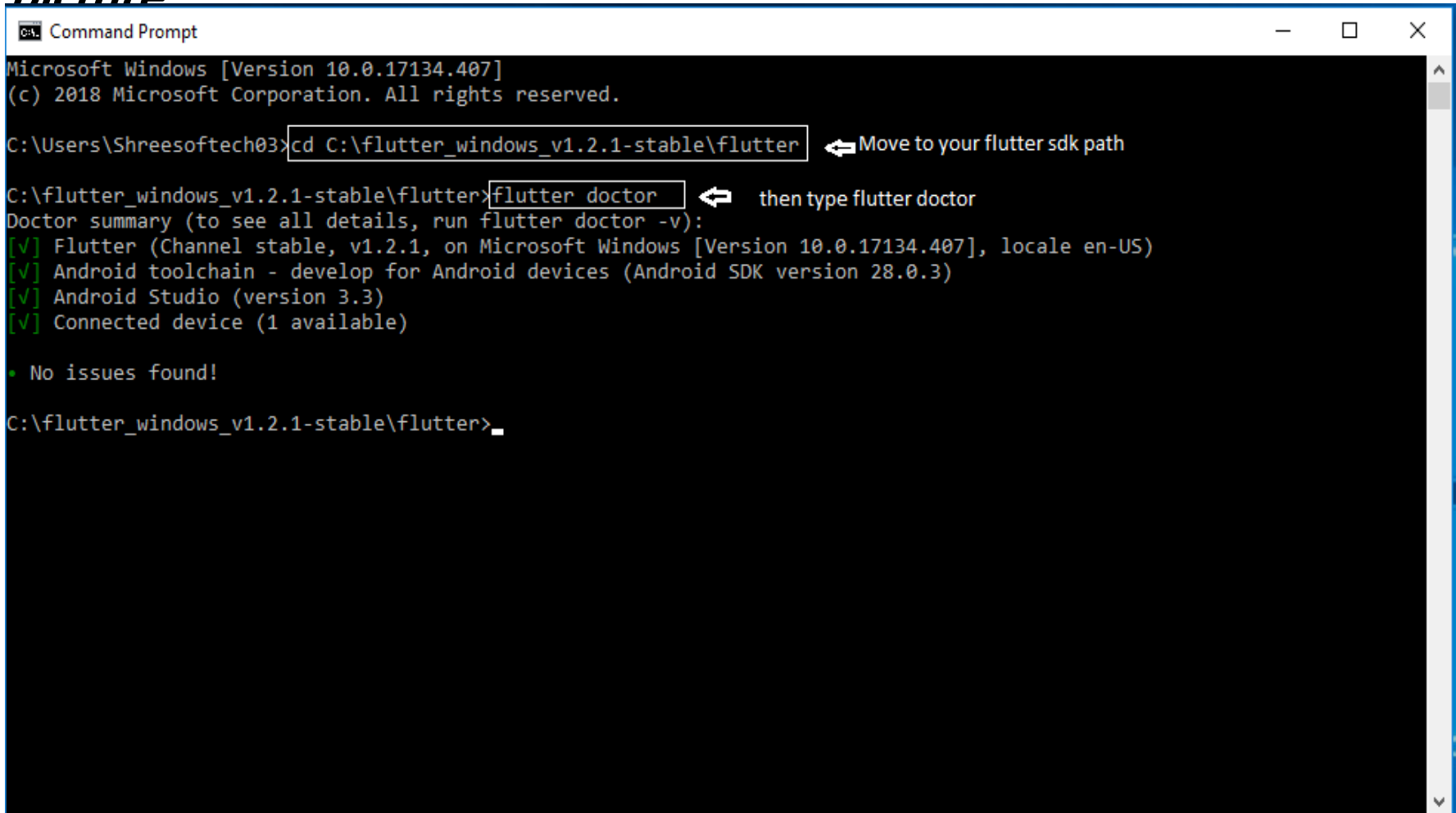
Now set your environment variable
From the Start search bar in , type 'env' and select Edit environment variables for your account



***Under User variables check if there is an entry called Path:
Click on Edit.new Dialog open from it click on new and copy full
path to flutter\bin as its value
Now Restart your pc for changes to take effect***



***Now check everything is ok or not
open cmd and do following shown in below
picture***



```
Command Prompt
Microsoft Windows [Version 10.0.17134.407]
(c) 2018 Microsoft Corporation. All rights reserved.

C:\Users\Shreesoftech03>cd C:\flutter_windows_v1.2.1-stable\flutter  ← Move to your flutter sdk path


C:\flutter_windows_v1.2.1-stable\flutter>flutter doctor  ← then type flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, v1.2.1, on Microsoft Windows [Version 10.0.17134.407], locale en-US)
[✓] Android toolchain - develop for Android devices (Android SDK version 28.0.3)
[✓] Android Studio (version 3.3)
[✓] Connected device (1 available)

• No issues found!

C:\flutter_windows_v1.2.1-stable\flutter>
```


Now open Android Studio and create new flutter project then select your flutter sdk file to the location where we have downloaded earlier and that's it

Create New Flutter Project ✕



New Flutter Application

Android Studio



Configure the new Flutter application


Project name

Flutter SDK path

▼ ... [⬇ Install SDK...](#)


change this location to downloaded flutter sdk location

Project location

Description

☐ Create project offline

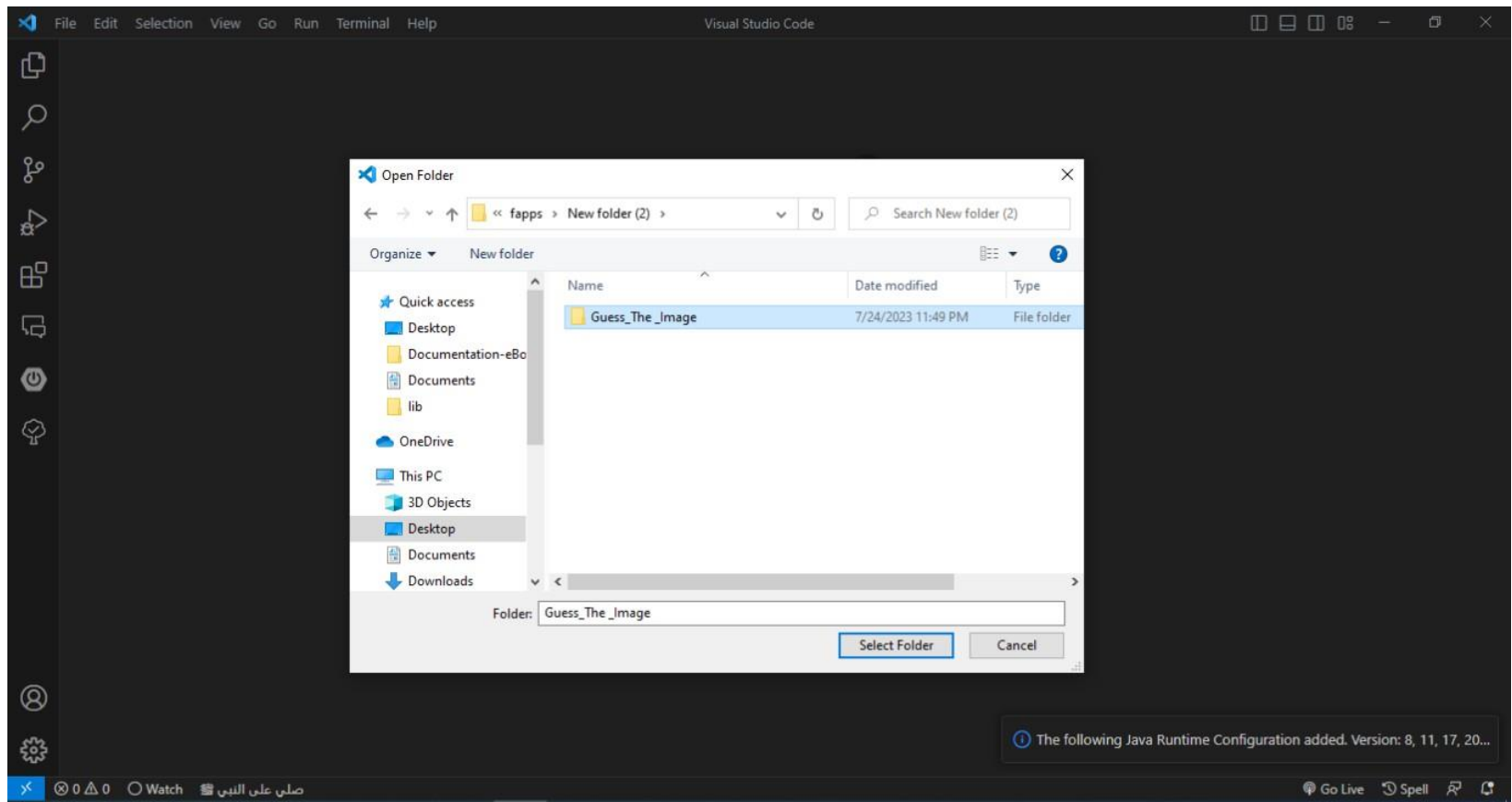
 project location should not contain whitespace, as this can cause problems with the NDK tools.

Previous Next Cancel Finish

How to first run project

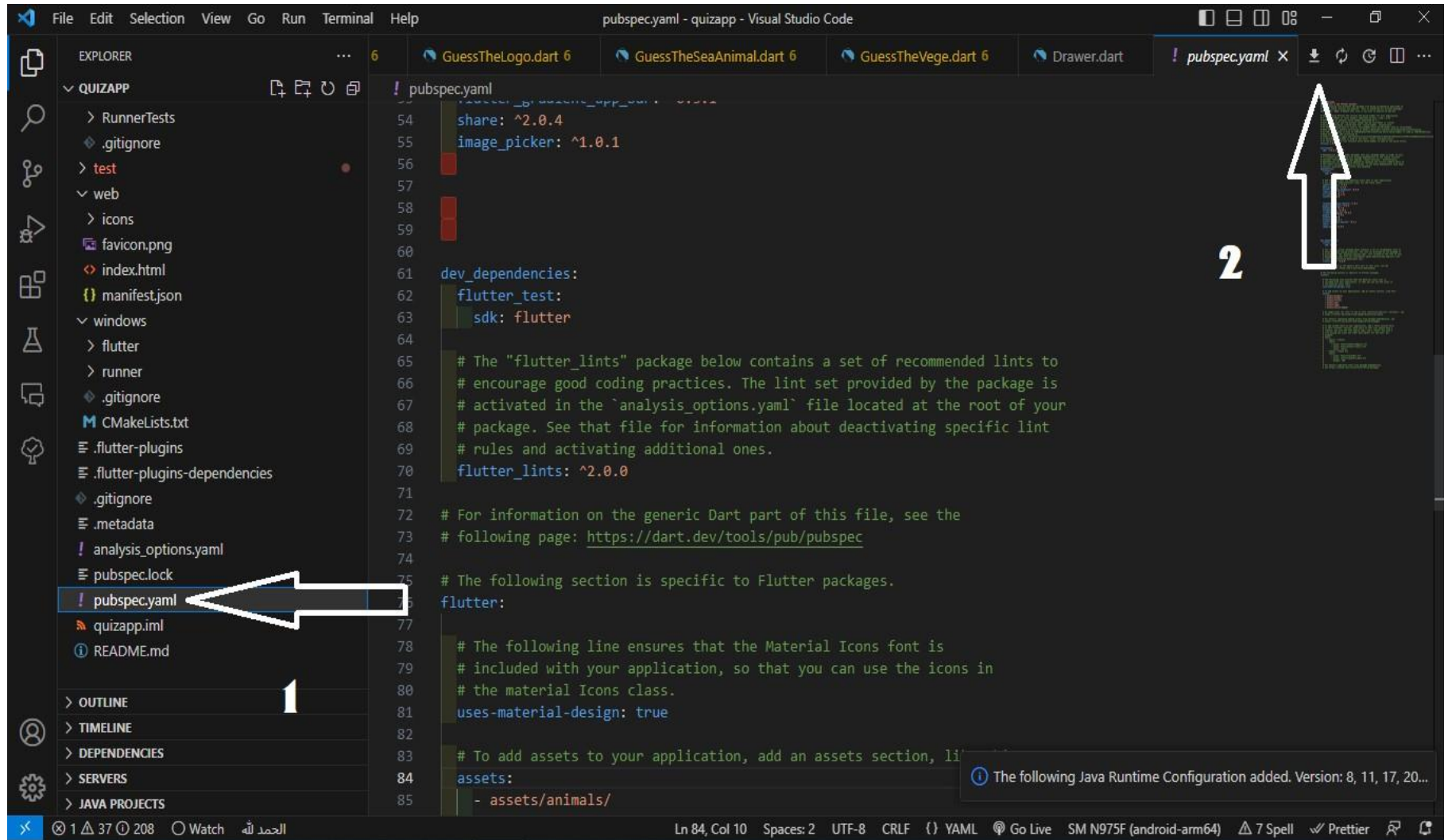
Download VSCode <https://code.visualstudio.com/Download>

Open VSCode , then go to file , open folder, navigate to the code folder you downloaded from <https://codecanyon.net/>



Then go to `pubspec.yaml`, then perform *pub get*

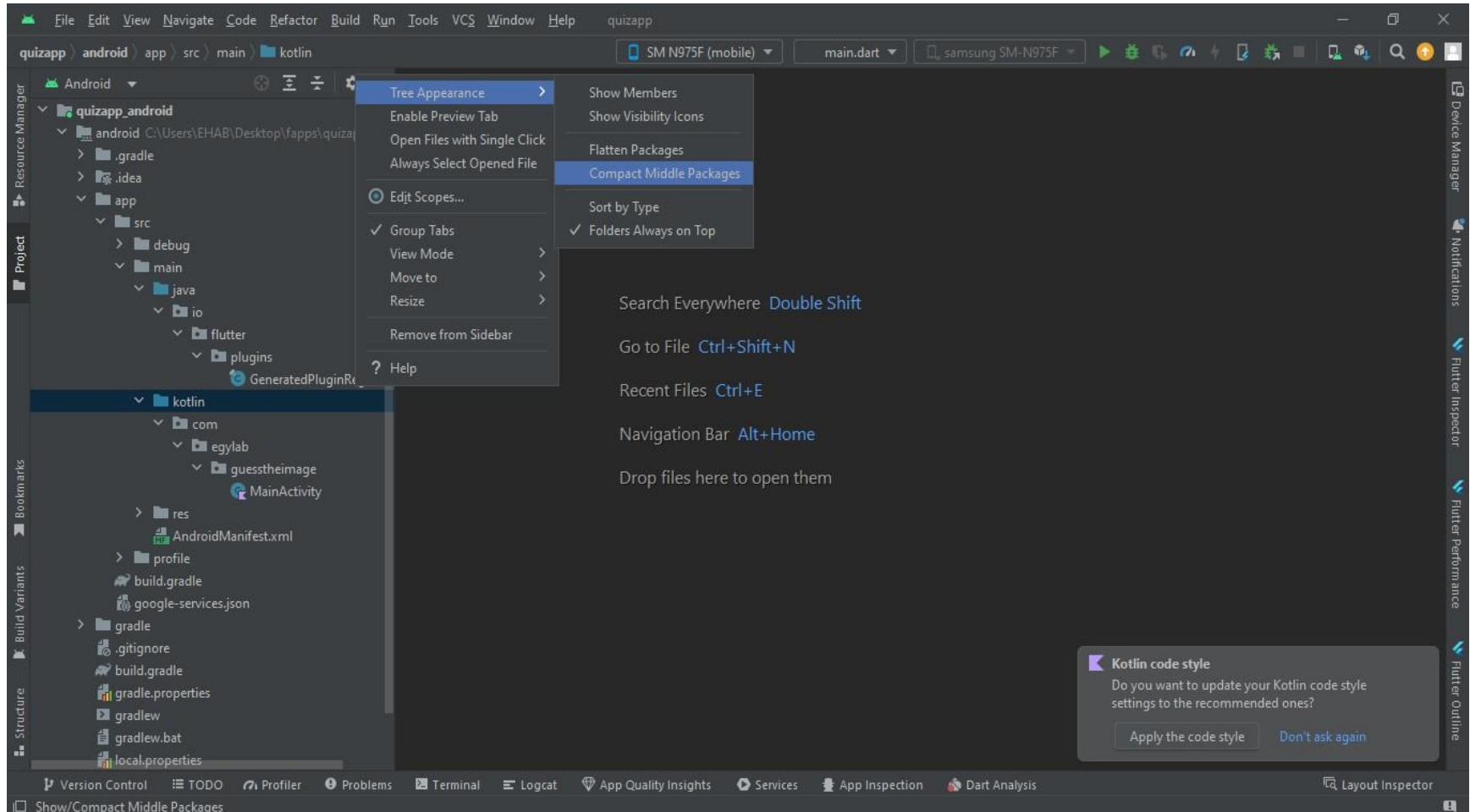
Please **Do not** change any package version, if you upgrade any package you may face some issues



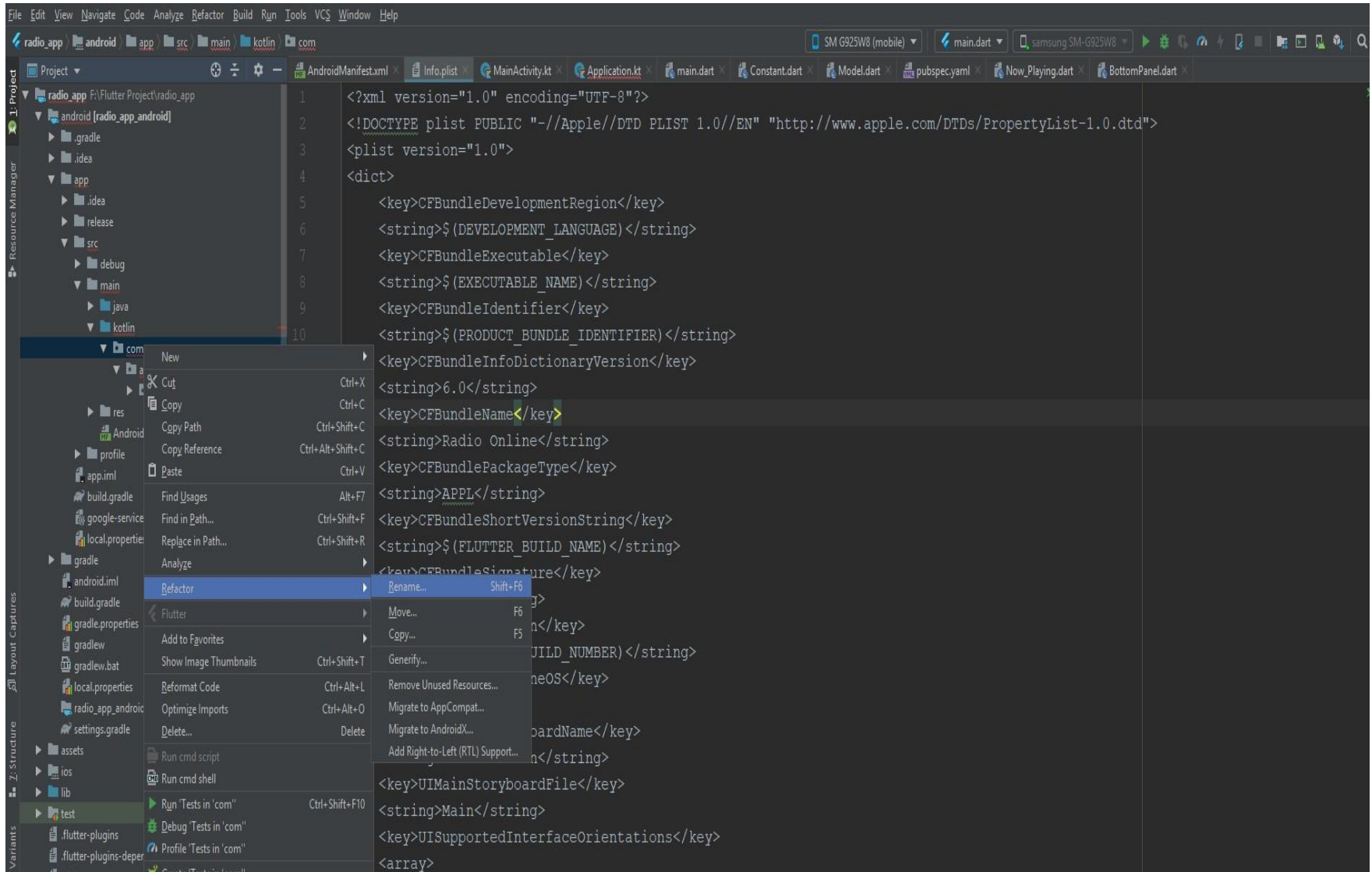
How to change package name

In the Android pane, click on the little gear icon. Uncheck/Deselect the Compact Empty Middle Packages option.

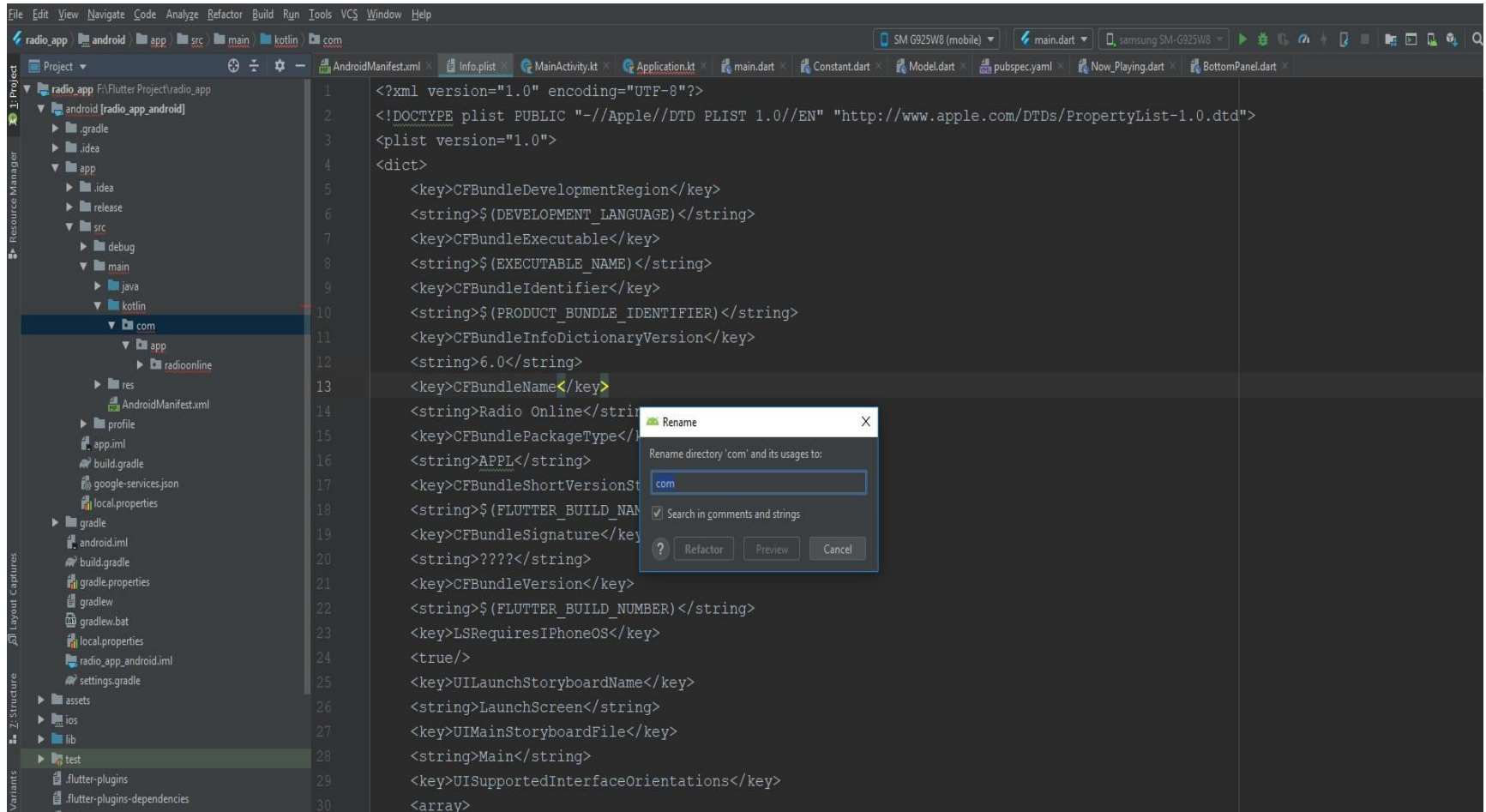
Your package directory will now be broken up in individual directories.



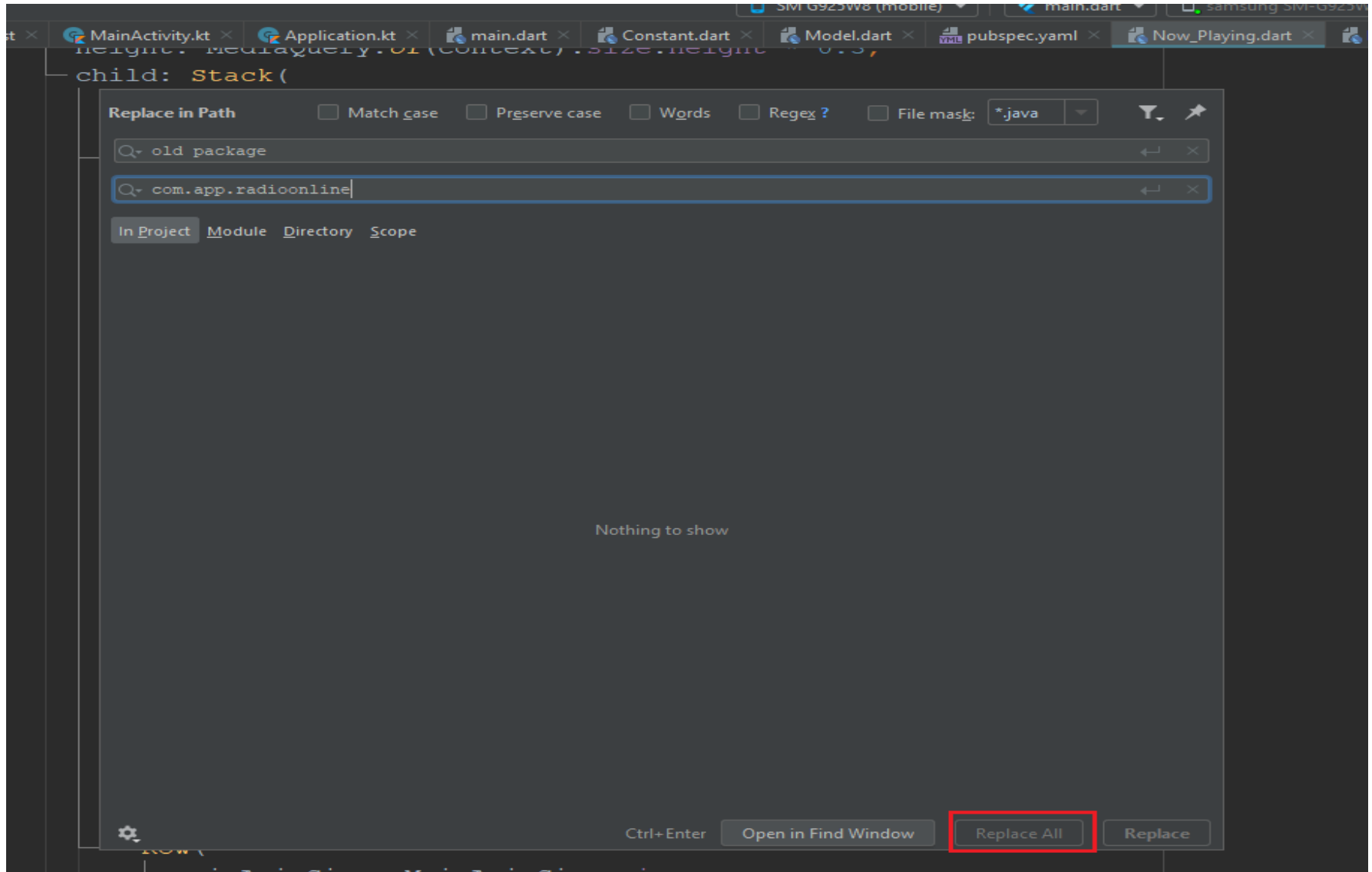
***Individually select each directory you want to rename, and: Right-click it
Select Refactor Click on Rename current In the Pop-up dialog.***

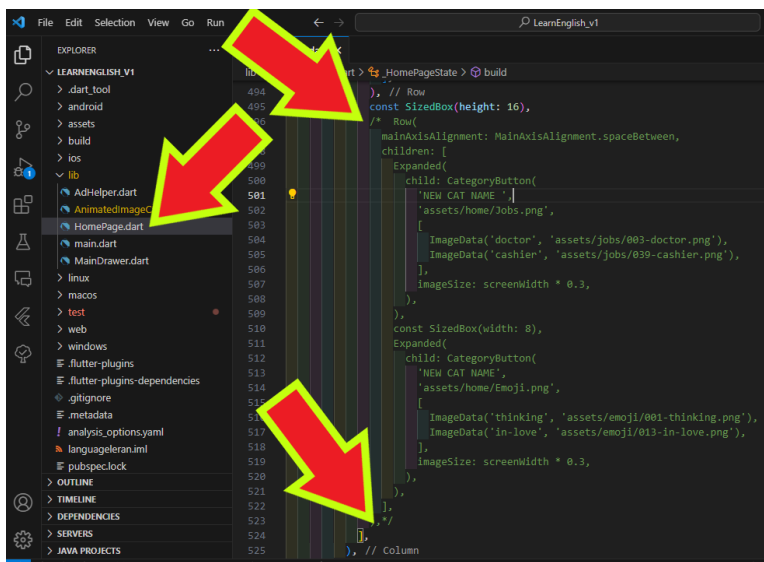


Enter the new name and hit Refactor. Allow a minute to let Android Studio update all changes.



Now press ctrl + shift + R and replace old packagename with your new packagename

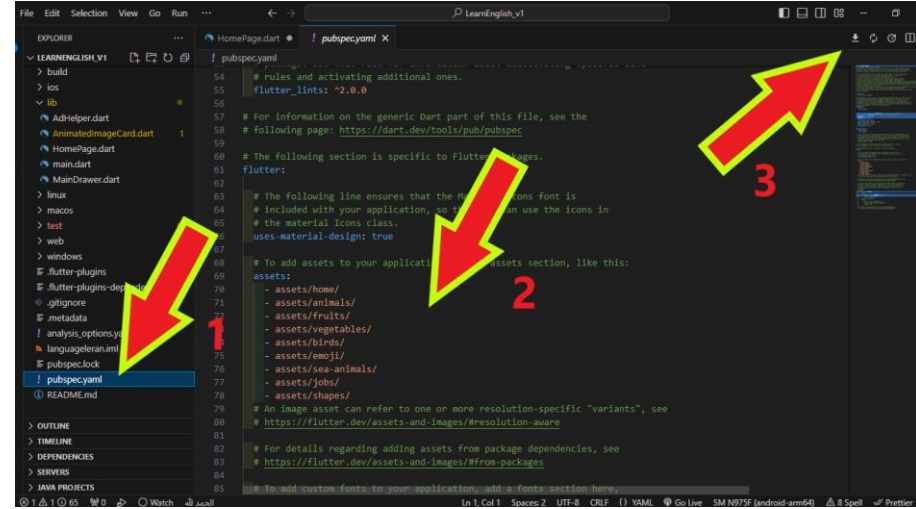
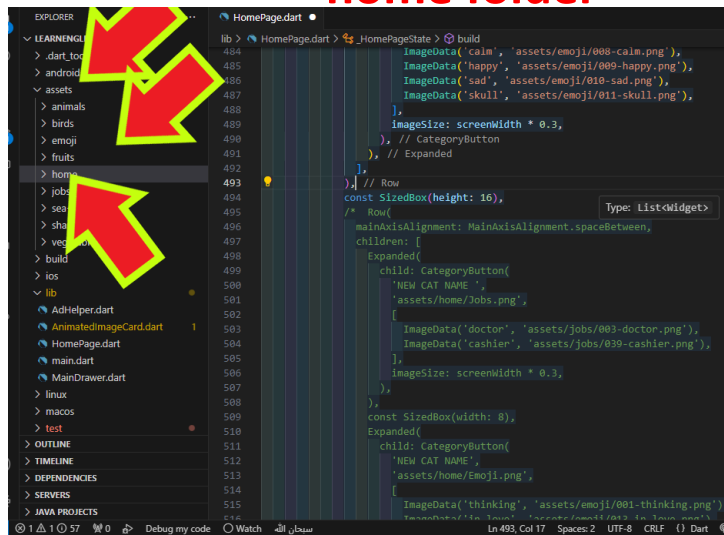




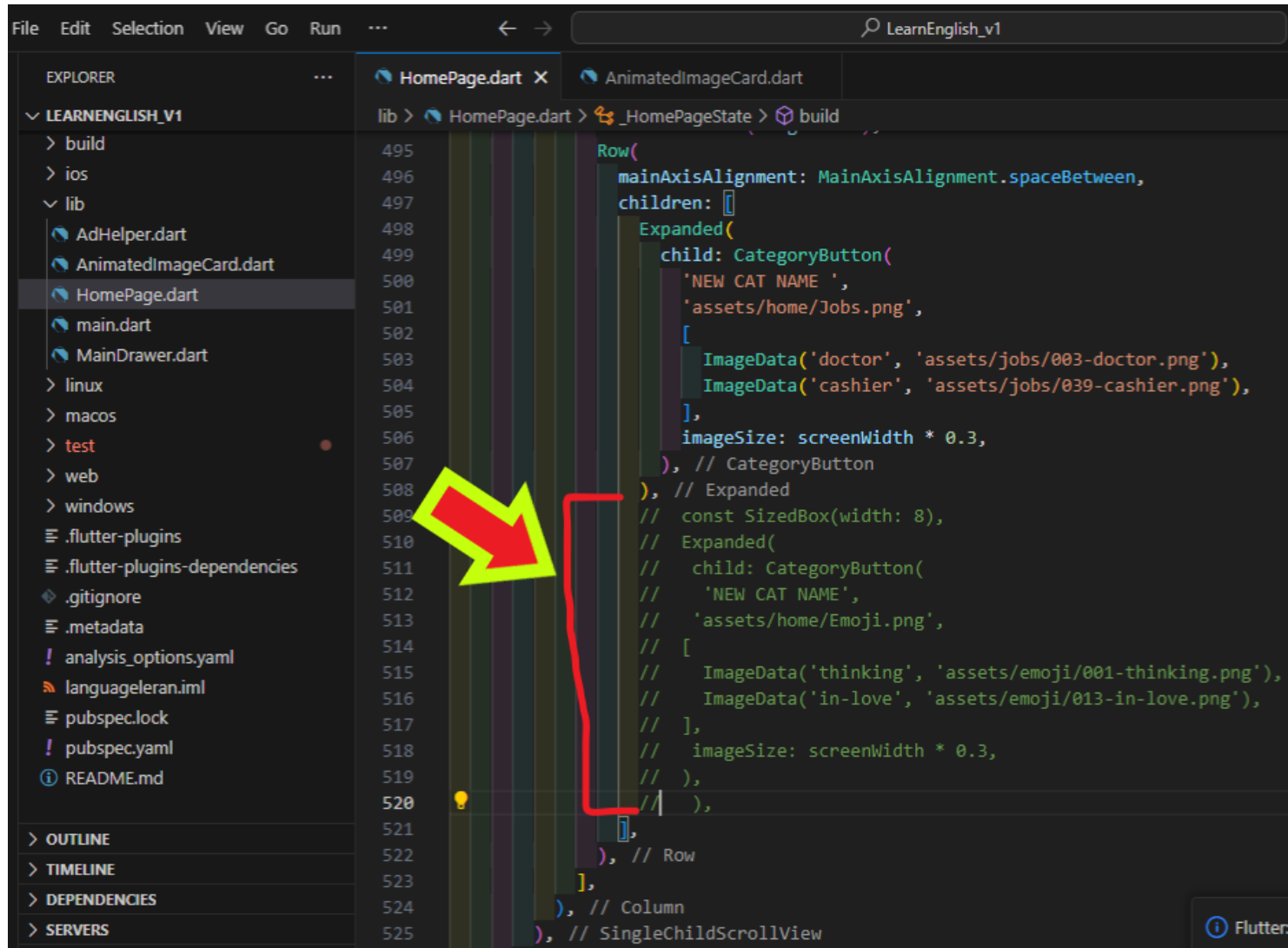
Now , to add new category , just go to HomePage file , then add new row under the latest one , I put new row for you to begin with ,, just remove the `/*` and `*/` as mentioned and the row will be visible just change the name and the path of the category image ,

Now to add the new category images . Go to assets folder , add new folder with the new category name , then put the images inside . Also ou can put the category image in the home folder

Now go to pubspec.yaml , and add the new folder like NO2 , then NO 3 to get the packages



Now you have the new row with 2 new categories , if you want to add only one category for now just use one CategoryButton . And delete the other or comment it as mentoined to hide it and keep it for later .



```
File Edit Selection View Go Run ... LearnEnglish_v1

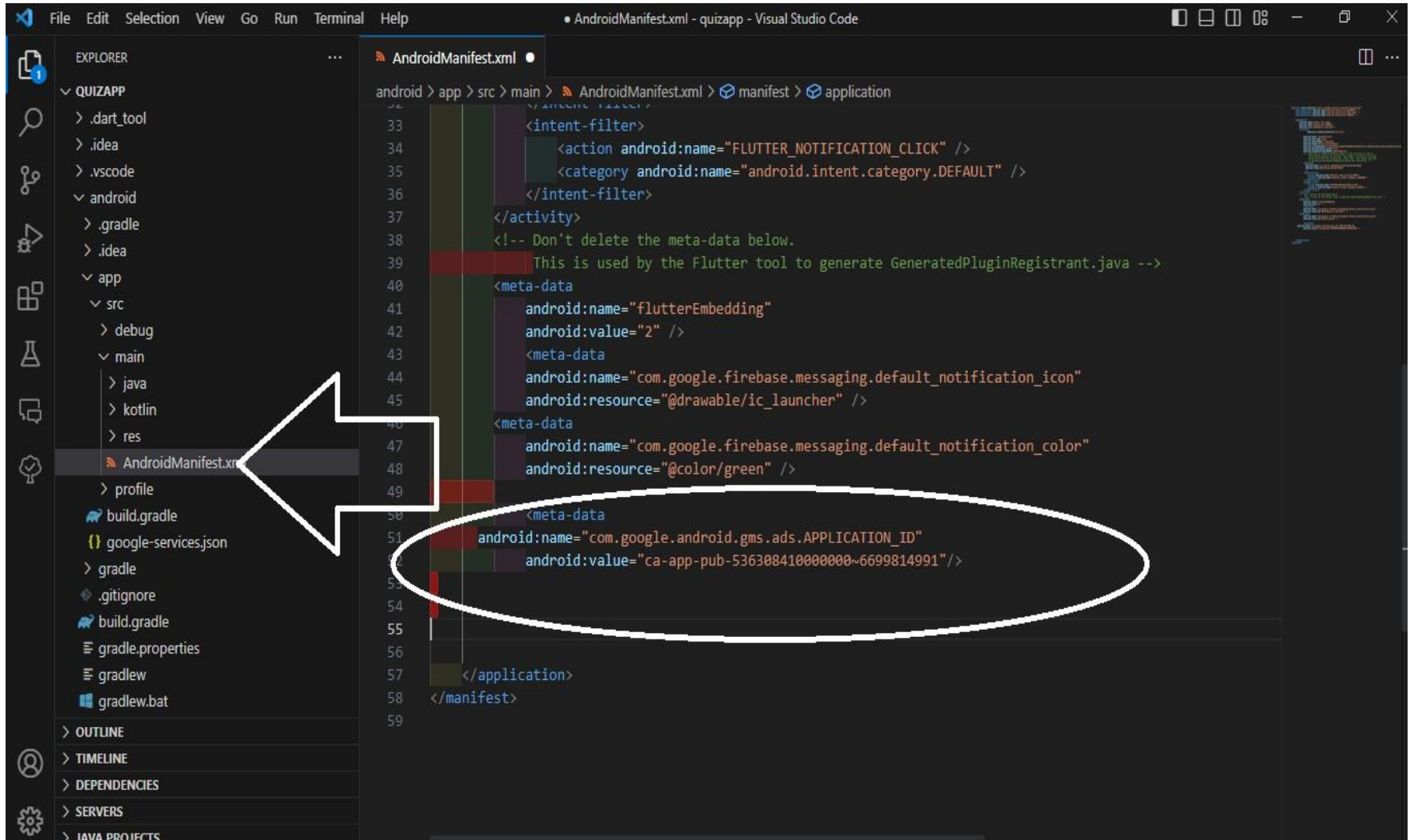
EXPLORER
  LEARNENGLISH_V1
    build
    ios
    lib
      AdHelper.dart
      AnimatedImageCard.dart
      HomePage.dart
      main.dart
      MainDrawer.dart
    linux
    macos
    test
    web
    windows
    .flutter-plugins
    .flutter-plugins-dependencies
    .gitignore
    .metadata
    ! analysis_options.yaml
    ! languageleran.iml
    ! pubspec.lock
    ! pubspec.yaml
    ! README.md
  OUTLINE
  TIMELINE
  DEPENDENCIES
  SERVERS

lib > HomePage.dart > _HomePageState > build

495 Row(
496   mainAxisAlignment: MainAxisAlignment.spaceBetween,
497   children: [
498     Expanded(
499       child: CategoryButton(
500         'NEW CAT NAME ',
501         'assets/home/Jobs.png',
502         [
503           ImageData('doctor', 'assets/jobs/003-doctor.png'),
504           ImageData('cashier', 'assets/jobs/039-cashier.png'),
505         ],
506         imageSize: screenWidth * 0.3,
507       ), // CategoryButton
508     ), // Expanded
509     // const SizedBox(width: 8),
510     // Expanded(
511     //   child: CategoryButton(
512     //     'NEW CAT NAME',
513     //     'assets/home/Emoji.png',
514     //     [
515     //       ImageData('thinking', 'assets/emoji/001-thinking.png'),
516     //       ImageData('in-love', 'assets/emoji/013-in-love.png'),
517     //     ],
518     //     imageSize: screenWidth * 0.3,
519     //   ),
520     // ),
521   ],
522 ), // Row
523 ],
524 ), // Column
525 ), // SingleChildScrollView
```

How to Add Admob Id in Project

In AndroidManifest.xml add your Admob app id



READ CAREFULLY

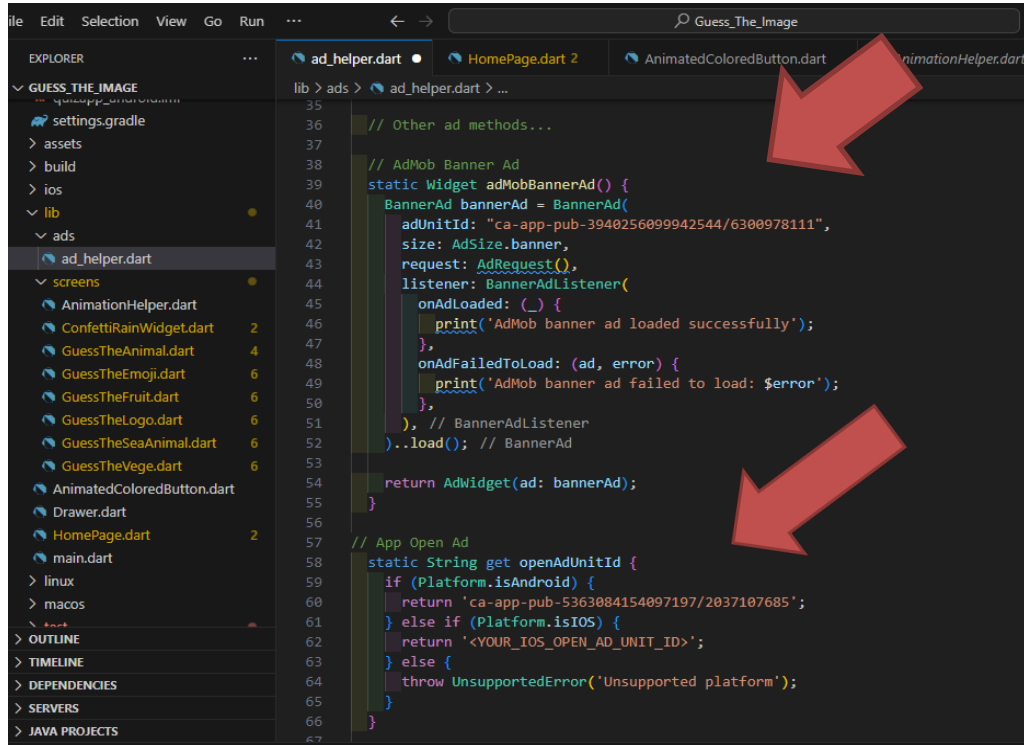
- For Ads , now the code has

. Admob Banner , Int and Open ad

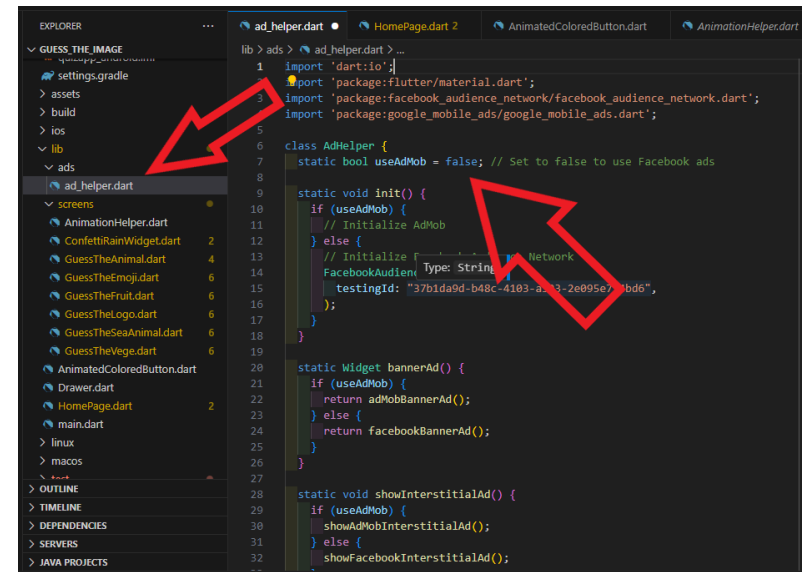
also we added **facebook Banner** and **Int** ads

you can control which ads you want to use admob or facebook ads from the adhelper file only for Banner and Int ads but open is only admob so even if you choose admob ads false this will disable only Banner and Int ads

Check this



```
lib > ads > ad_helper.dart > ...
35
36 // Other ad methods...
37
38 // AdMob Banner Ad
39 static Widget adMobBannerAd() {
40   BannerAd bannerAd = BannerAd(
41     adUnitId: "ca-app-pub-3940256099942544/6300978111",
42     size: AdSize.banner,
43     request: AdRequest(),
44     listener: BannerAdListener(
45       onAdLoaded: (_) {
46         print('AdMob banner ad loaded successfully');
47       },
48       onAdFailedToLoad: (ad, error) {
49         print('AdMob banner ad failed to load: $error');
50       },
51     ), // BannerAdListener
52   ).load(); // BannerAd
53
54   return AdWidget(ad: bannerAd);
55 }
56
57 // App Open Ad
58 static String get openAdUnitId {
59   if (Platform.isAndroid) {
60     return 'ca-app-pub-5363084154097197/2037107685';
61   } else if (Platform.isIOS) {
62     return '<YOUR_IOS_OPEN_AD_UNIT_ID>';
63   } else {
64     throw UnsupportedError('Unsupported platform');
65   }
66 }
67 }
```

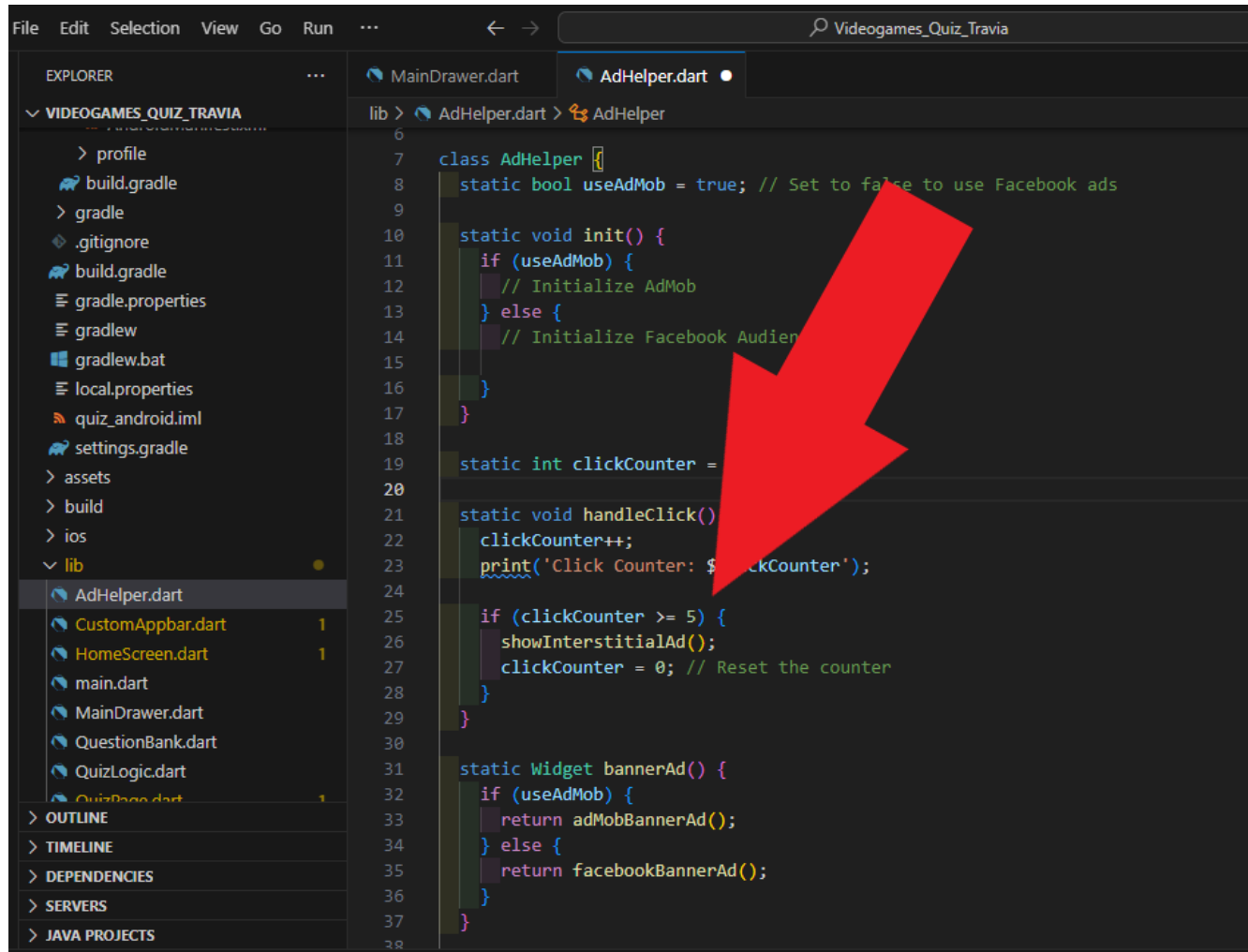


```
lib > ads > ad_helper.dart > ...
1 import 'dart:io';
2 import 'package:flutter/material.dart';
3 import 'package:facebook_audience_network/facebook_audience_network.dart';
4 import 'package:google_mobile_ads/google_mobile_ads.dart';
5
6 class AdHelper {
7   static bool useAdMob = false; // Set to false to use Facebook ads
8
9   static void init() {
10     if (useAdMob) {
11       // Initialize AdMob
12     } else {
13       // Initialize Facebook Audience Network
14       FacebookAudienceNetwork.initialize(
15         testingId: "37b1da9d-b48c-4103-a3-2e095e7b0bd6",
16       );
17     }
18   }
19
20   static Widget bannerAd() {
21     if (useAdMob) {
22       return adMobBannerAd();
23     } else {
24       return facebookBannerAd();
25     }
26   }
27
28   static void showInterstitialAd() {
29     if (useAdMob) {
30       showAdMobInterstitialAd();
31     } else {
32       showFacebookInterstitialAd();
33     }
34   }
35 }
```

If you want admob ads make it true or false to use facebook ads

And here you can change with your ad ids for both admob and facebook ads

Also the Int ads shows very **5** clicks any where in the app so if you like to change the number of clicks just change the mentioned number

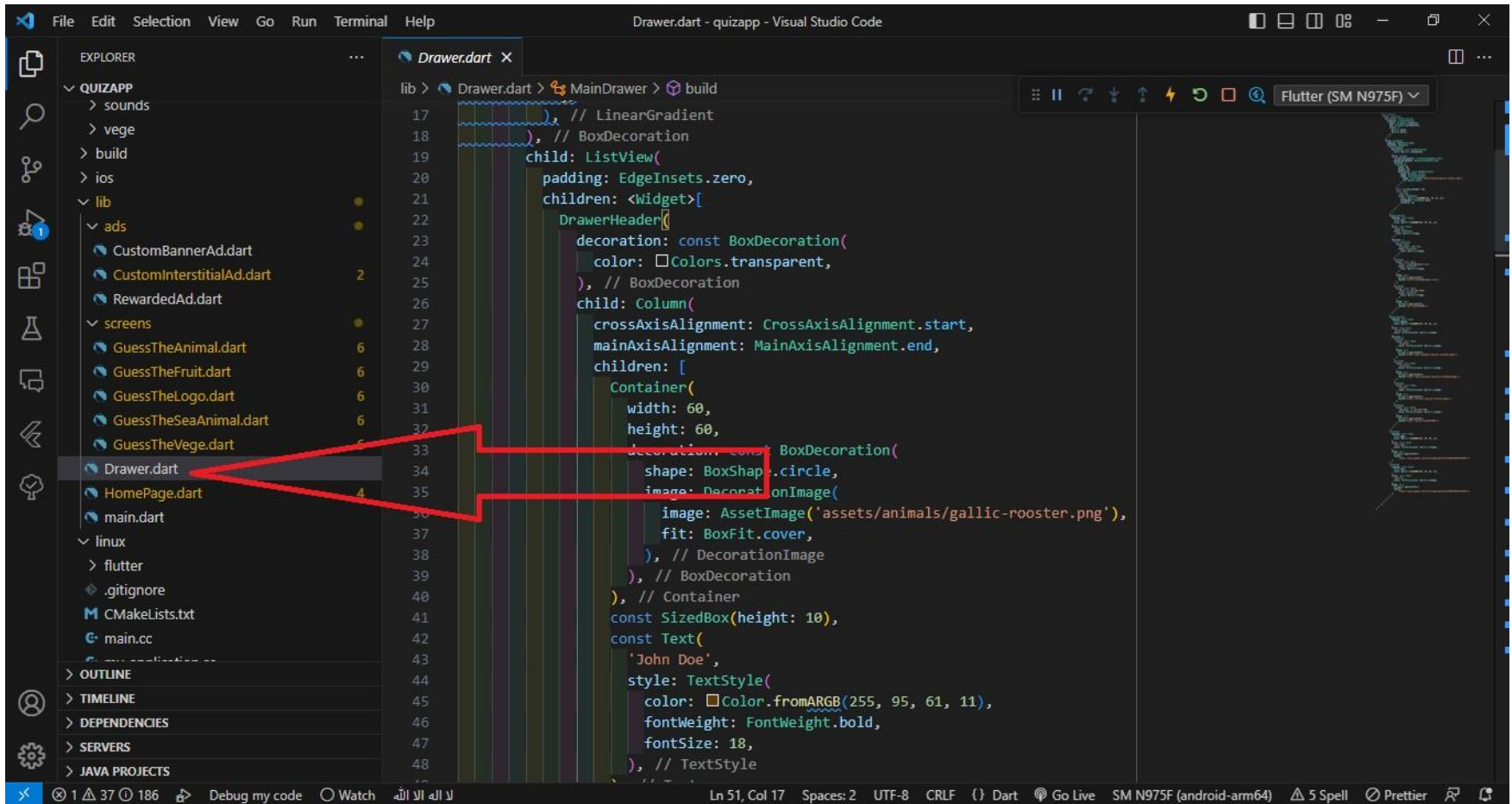


```
File Edit Selection View Go Run ... Videogames_Quiz_Trivia

EXPLORER
  VIDEOGAMES_QUIZ_TRAVIA
    > profile
    build.gradle
    > gradle
    .gitignore
    build.gradle
    gradle.properties
    gradlew
    gradlew.bat
    local.properties
    quiz_android.iml
    settings.gradle
    > assets
    > build
    > ios
    > lib
      AdHelper.dart
      CustomAppBar.dart 1
      HomeScreen.dart 1
      main.dart
      MainDrawer.dart
      QuestionBank.dart
      QuizLogic.dart
      QuizPage.dart 1
    > OUTLINE
    > TIMELINE
    > DEPENDENCIES
    > SERVERS
    > JAVA PROJECTS

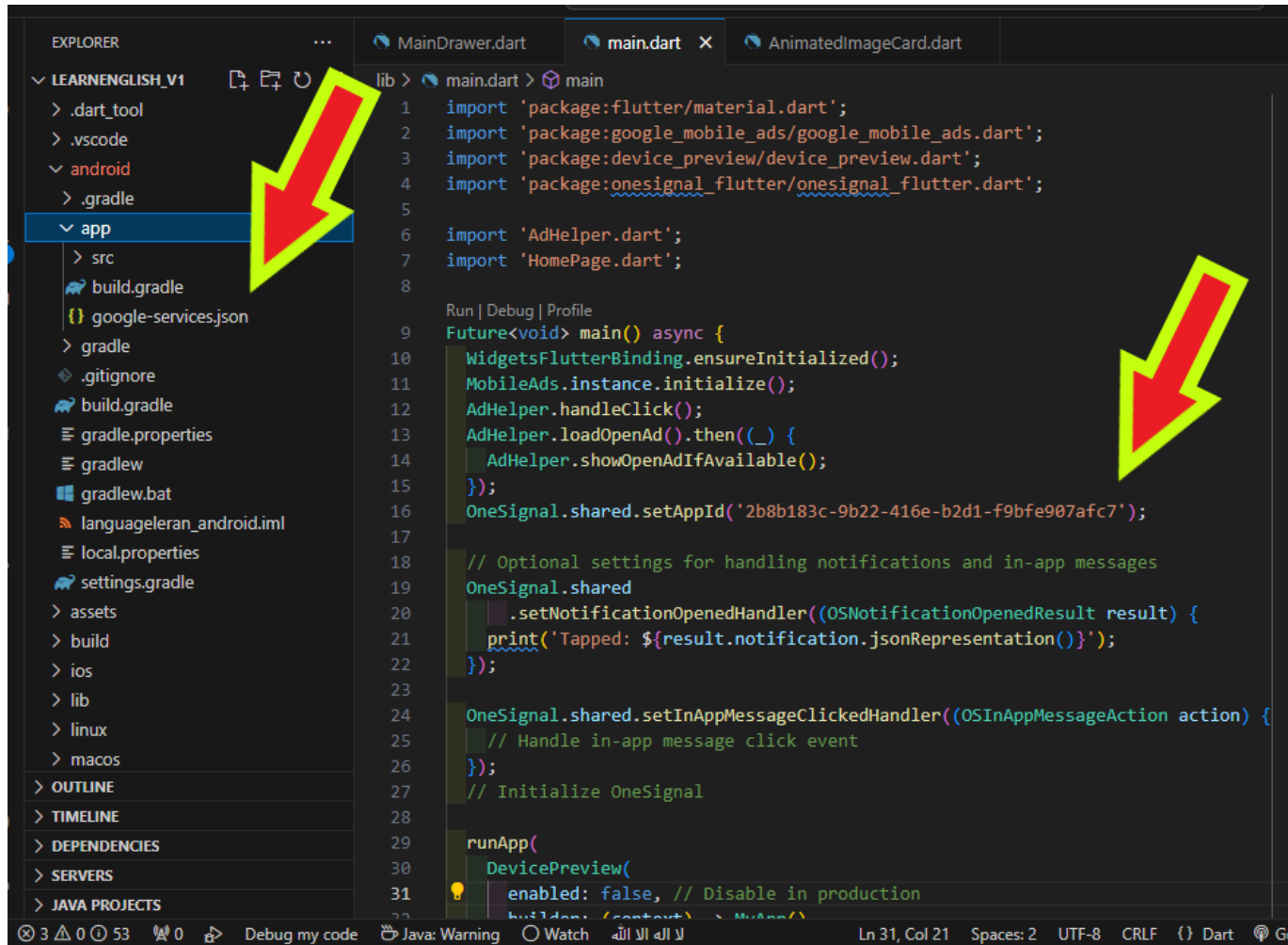
lib > AdHelper.dart > AdHelper
6
7 class AdHelper {
8   static bool useAdMob = true; // Set to false to use Facebook ads
9
10  static void init() {
11    if (useAdMob) {
12      // Initialize AdMob
13    } else {
14      // Initialize Facebook Audien
15    }
16  }
17 }
18
19 static int clickCounter =
20
21 static void handleClick()
22   clickCounter++;
23   print('Click Counter: $clickCounter');
24
25   if (clickCounter >= 5) {
26     showInterstitialAd();
27     clickCounter = 0; // Reset the counter
28   }
29 }
30
31 static Widget bannerAd() {
32   if (useAdMob) {
33     return adMobBannerAd();
34   } else {
35     return facebookBannerAd();
36   }
37 }
38 }
```

Now time to change your info in the drawer . Just go to the drawer file , all the info is there , just change it to yours



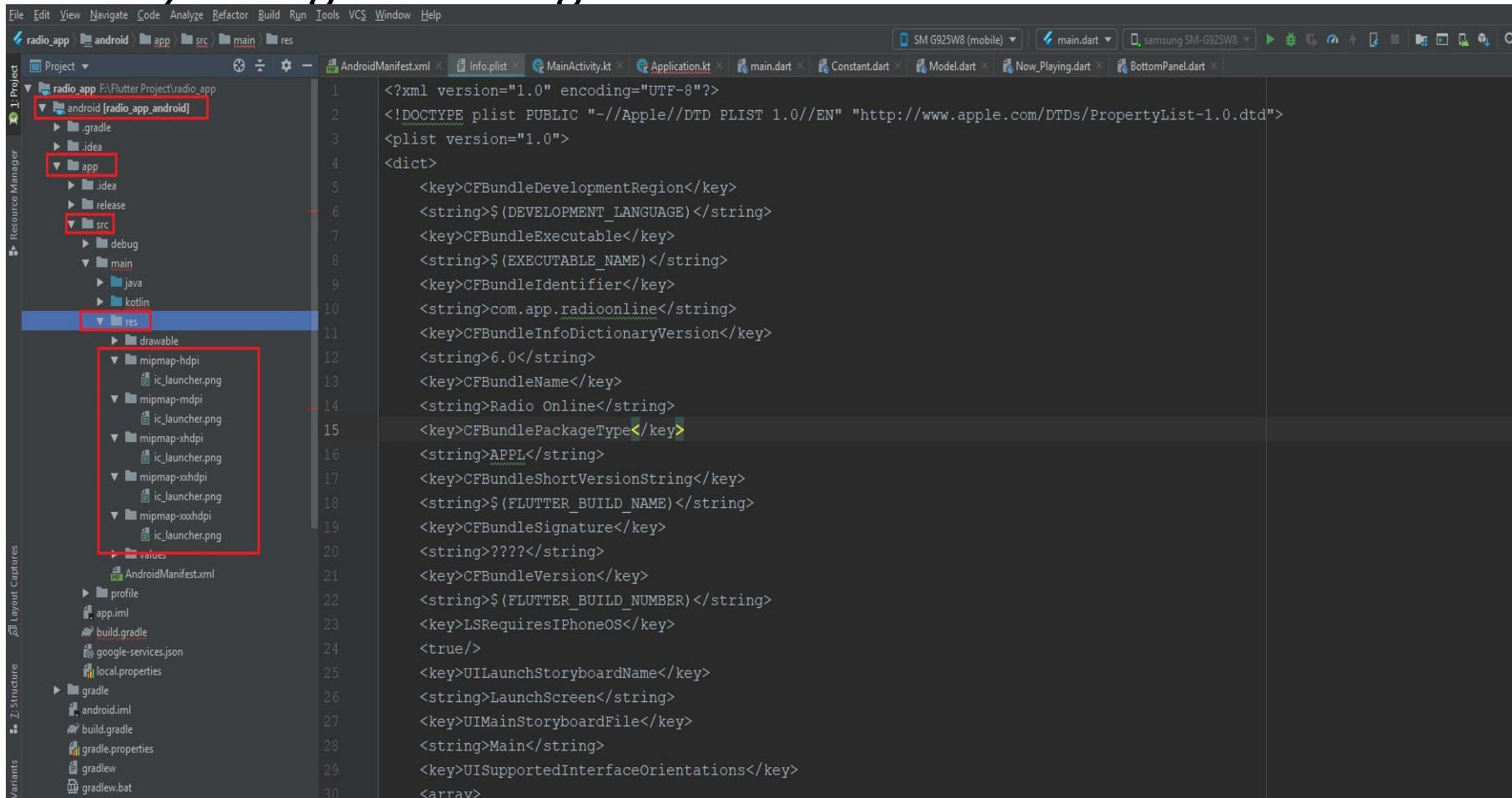
```
lib > Drawer.dart > MainDrawer > build
17 // LinearGradient
18 // BoxDecoration
19 child: ListView(
20   padding: EdgeInsets.zero,
21   children: <Widget>[
22     DrawerHeader(
23       decoration: const BoxDecoration(
24         color: Colors.transparent,
25       ), // BoxDecoration
26       child: Column(
27         crossAxisAlignment: CrossAxisAlignment.start,
28         mainAxisAlignment: MainAxisAlignment.end,
29         children: [
30           Container(
31             width: 60,
32             height: 60,
33             decoration: const BoxDecoration(
34               shape: BoxShape.circle,
35               image: DecorationImage(
36                 image: AssetImage('assets/animals/gallic-rooster.png'),
37                 fit: BoxFit.cover,
38               ), // DecorationImage
39             ), // BoxDecoration
40           ), // Container
41           const SizedBox(height: 10),
42           const Text(
43             'John Doe',
44             style: TextStyle(
45               color: Color.fromARGB(255, 95, 61, 11),
46               fontWeight: FontWeight.bold,
47               fontSize: 18,
48             ), // TextStyle
```

For the notifications , you need to add the **google-services.json** from firebase to the app folder , then add your app on **onesignal.com** and get the App Id , then add the id in the main file as in the image , and so you can send push and in app notifications

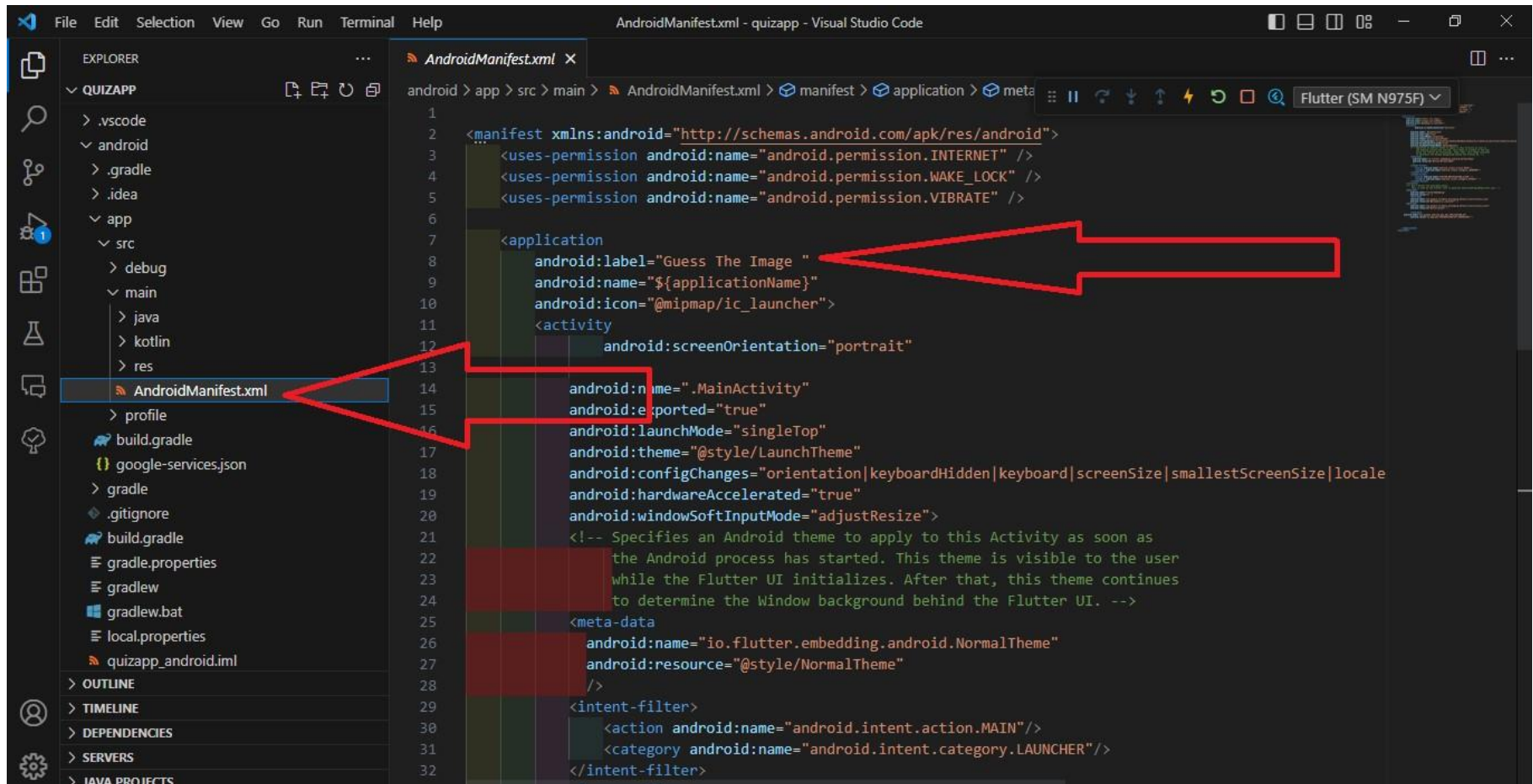


How to Change app logo

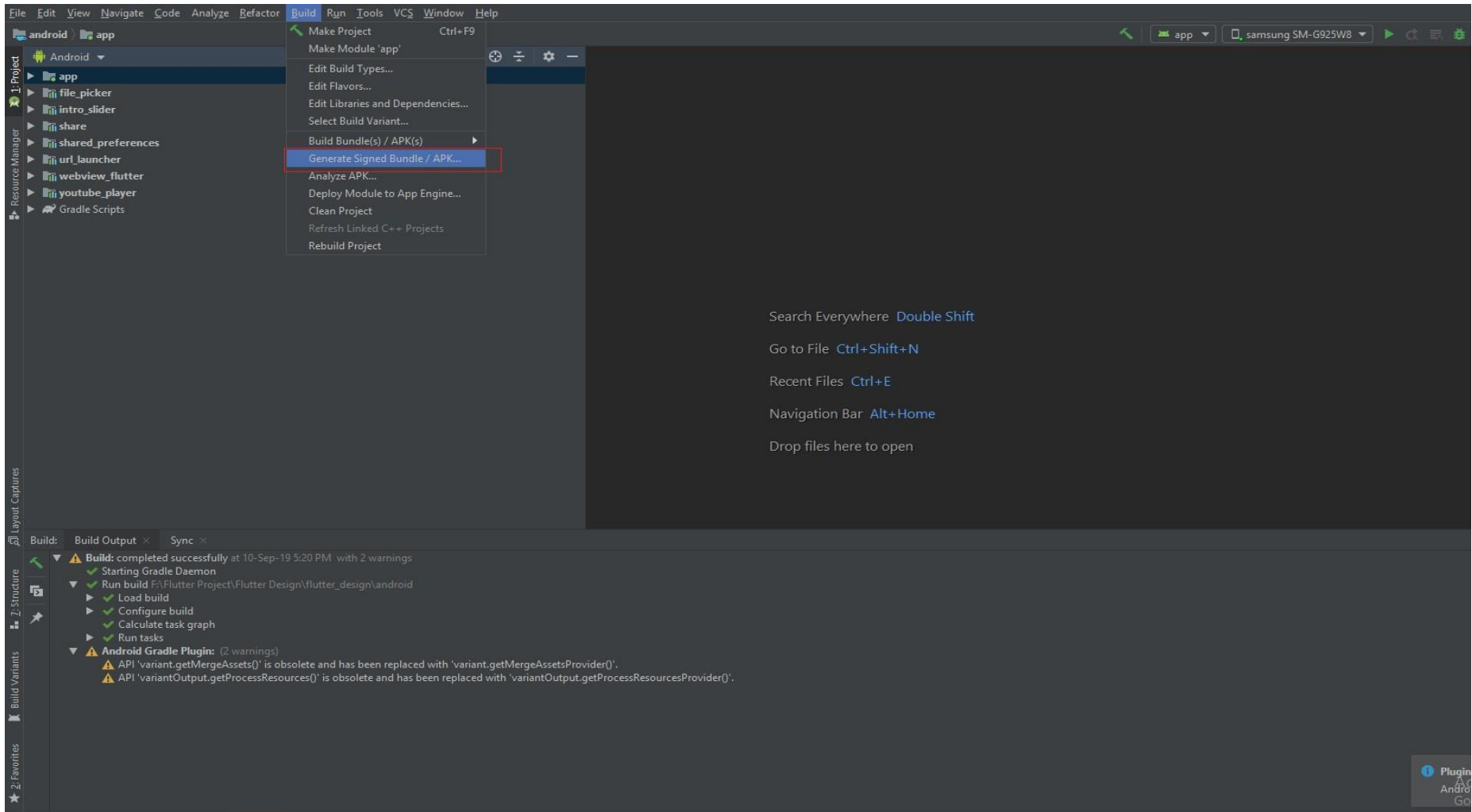
*For Android, open android > app > src > main > res > mipmap
add
here your logo according to device screen size*



How to Change app name



Generate Release APK From andriod studio



Need Support ?

whatsApp: +20 15 015 498 25 please consider the time zone

Or drop me an email : egylabapps@gmail.com

Your Feedback

Dear valuable customer, Thank you very much for choosing our product. It's our pleasure to serve top-notch service to you. Please give us your honest feedback that will help us to make a more strong and reliable products. Thank you very much.

Ratting

If you like our app, we will highly appreciate if you can provide us a rating of 5 on CodeCanyon .

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LAB