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FoodZo Driver: version 1.0

Online Documentation: http://documentation.optimaprotech.com/#/driver

First of all, Thank you so much for purchasing this application and for being my loyal customer **You are awesome!**. We are glad to support to your business growth.

Requirements

This document is to help you regarding each step of usages. Please go through the documentation carefully to understand how this application works. Flutter, (Dart) knowledge is required to customize this application. You may learn basics here. Best recommended **Flutter (Channel stable, version 3.7.X) Flutter download**

Installation

Step1 : You can start the process by downloading and unzipping the user application file. Open it in any one of the reputed editors(Android studio/ IntelliJ/ Visual code).

Step2 : Go to the file location which is **assets/cfg/configuration.json** in the editor. Now just edit your configuration or remote links to connect the user app with your php server.

Step3 : To change the app icon or logo, go to the file location which is **assets/img/logo.png** in the folder. Now replace your logo instead of the existing image.

Android Reskin

Step1 : Generate your app icons by clicking the given link **https://appicon.co/**.

Now, you can change your app icon and notification icon in the **ic_launcher** and **ic_notification** folders.

Step2 : You also need to replace the icons in the given folder location **android/app/src/main/res**. Icons should be replaced are **/mipmap-hdpi, /mipmap-mdpi, /mipmap-xhdpi, /mipmap-xxhdpi, /mipmap-xxxhdpi**

Step3 : Get the dependencies by the command of your editor.

Step4 : Package names should be change. The locations in which the package name should be changed are,

`/android/app/src/main/AndroidManifest.xml`

`android/app/src/debug/AndroidManifest.xml`
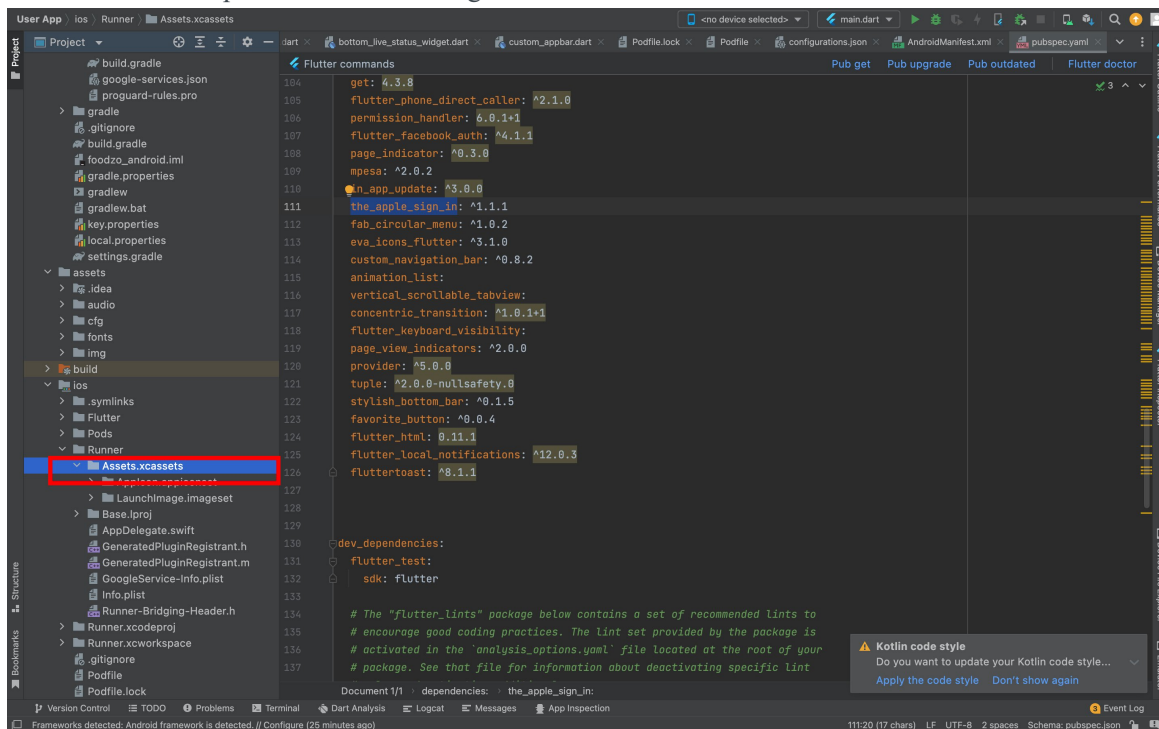
`/android/app/src/profil/AndroidManifest.xml`

`/android/app/src/main/kotlin/Your Package name folders/MainActivity.kt`

and change the package name

Open `/android/app/build.gradle` and change the package name

IOS configuration

You also need to replace the icons in the given folder location

Specify your API key in the application delegate **ios\/Runner\/AppDelegate.m**

1. Specify your API key in the application delegate `ios/Runner/AppDelegate.m`

```
#include "AppDelegate.h"
 #include "GeneratedPluginRegistrant.h"
 #import "GoogleMaps/GoogleMaps.h"
```

```
@implementation AppDelegate

@UIApplicationMain
@objc class AppDelegate: FlutterAppDelegate
  override func application(
    _ application: UIApplication,
    didFinishLaunchingWithOptions launchOptions: [UIApplication.La
  ) -> Bool
    GMSServices.provideAPIKey("your key")
    FirebaseApp.configure()
    GeneratedPluginRegistrant.register(with: self)
    return super.application(application, didFinishLaunchingWithOp
```

Or in your swift code, specify your API key in the application delegate
ios∖Runner∖AppDelegate.swift

1. Opt-in to the preview of the embedded view by adding a boolean property to the app's Info.plist file with the key io.flutter.embedded_views_preview and the value YES.
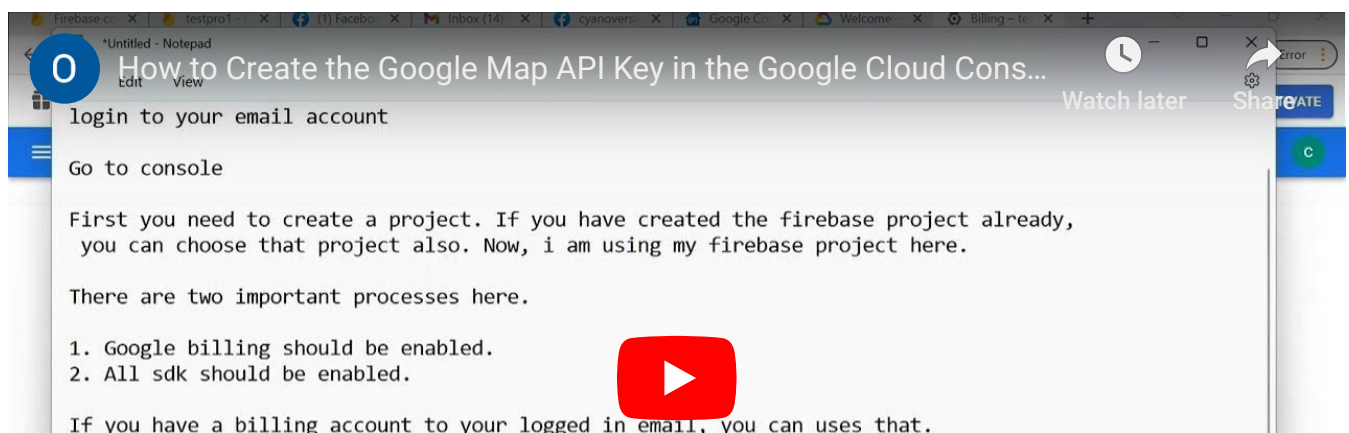
2. Click the Get dependencies or Packages get to install the libraries from pubspecs.yaml file.
3. Open the simulator to run iOS (as the step above)
4. Then press the run button to start the project (you can still open multi simulator at the same time)

Opt-in to the preview of the embedded view by adding a boolean property to the app's Info.plist file with the key io.flutter.embedded_views_preview and the value YES.

Click the Get dependencies or Packages get to install the libraries from pubspecs.yaml file.

Open the simulator to run iOS (as the step above)

Then press the run button to start the project (you can still open multi simulator at the same time)
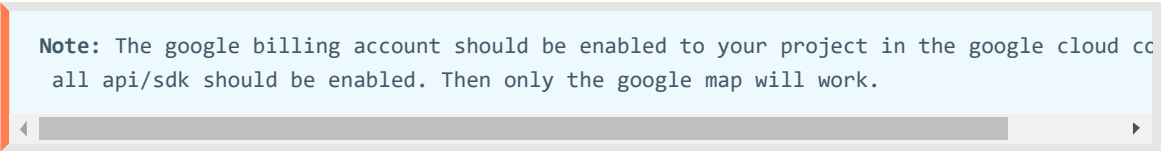
Google map configuration

Video Link https://youtu.be/0V8G-mqYkFo

Step1: You can create the google map API key. Please refer the above video

> **Note:** The google billing account should be enabled to your project in the google cloud co
> all api/sdk should be enabled. Then only the google map will work.

The sdk list which should be enabled are listed in the screenshot below,

Step2: Once the API key ready, you need to paste it in the particular location which is **android/app/src/main/res/AndroidManifest.xml**. Paste it in the boxed line as it is in the below screenshot.
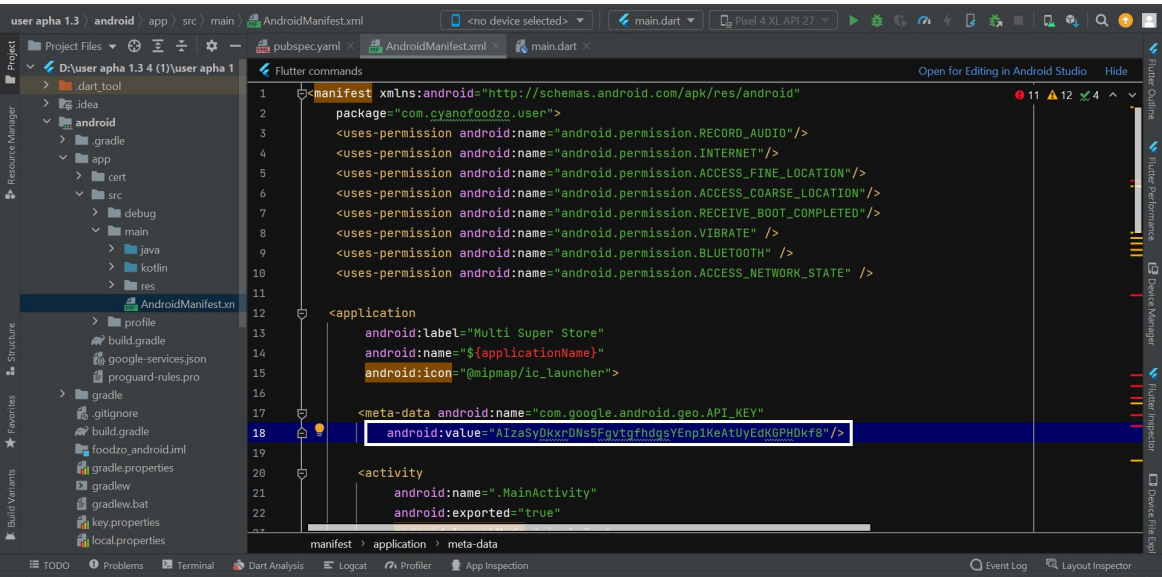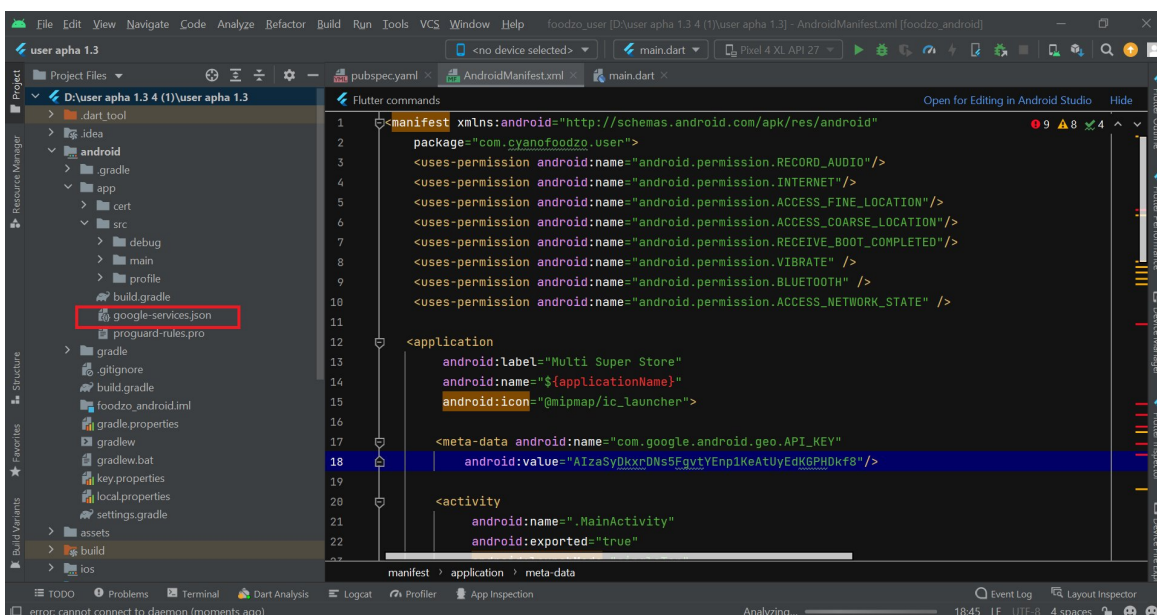
Push notification

> **Note:** To set-up the push notification, the firebase project is need to be created first. I
> create it, do it now. To create the firebase project and app, verify this tutorial videc
> https://youtu.be/Hi-Zq_ZjJ2w
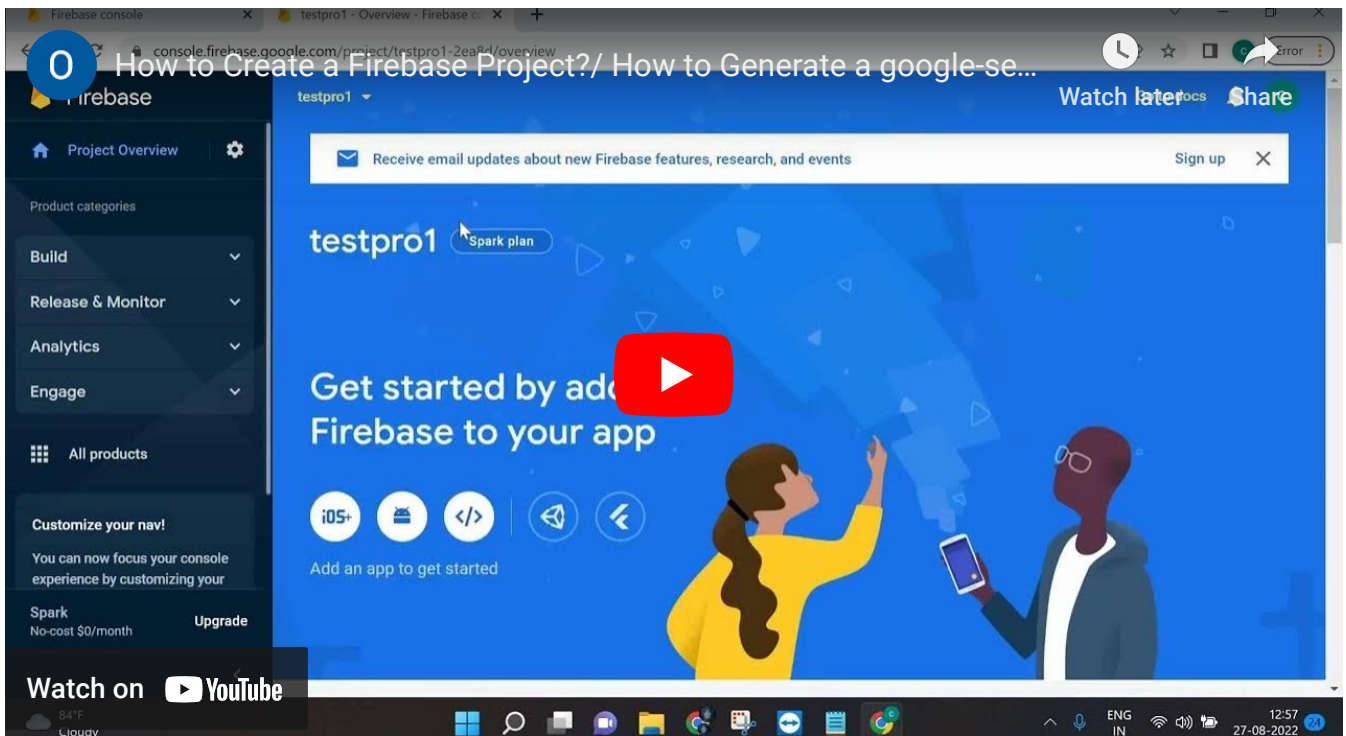
Copy and paste the generated **google-services.json** file in **android/app** folder user

Run application

In the target selector, select an Android device for running the app. If none are listed as available, select Tools> Android > AVD Manager and create one there

Once selected the device, run the application by using the command **flutter run**

If you need to build the application, you can use the command **flutter build apk**

If you need to build the aab file to upload the app to the play store, you can use the command **flutter build appbundle**

You can increase the version code in the pubspec.yaml file.

About code

Structure of the project

The explanation for the directories of the **project/lib/src**.

The design developed in MVC pattern on both user

The lib folder is divided into eight sub folders. Those are animation, components, controllers, elements, helpers, models, pages and repository.

Animation: Contains files used for animation.

Components: Contains files used for components.

Elements: Contains files used for elements.

Helpers: Contains files used for calculate logic helpers.

Models: Contains files used for dummy data to show.

Pages: Contains files used for multiple other UI files

Translation

Go to the file lication **flutter_application/lib/l10n** and duplicte the file **intl_en.arb**. Then rename it to your local language code example: (intl_fr.arb for french) and translate it.

Run this command into the flutter application folder

flutter pub run intl_utils:generate

Main files

The main file which is located in **project file/lib/main.dart** contains global configuration (Tilte/Themes/Font family/Colors...) of the app.

Was this article helpful?

☑ Yes   ☒ No

Have more questions? Submit a request