

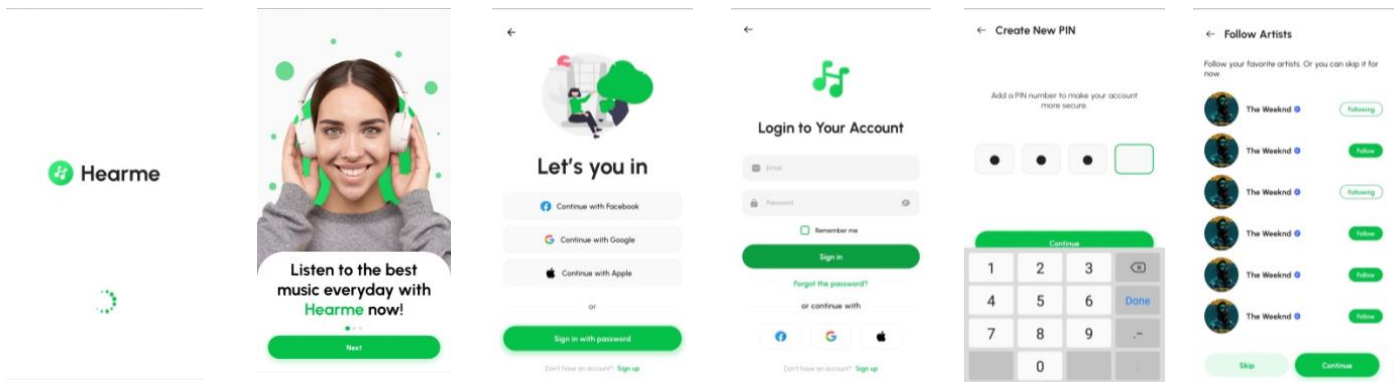
A) Introduction

HearMe UI can be used to create application faster to save your time, for user interface in android and ios devices.

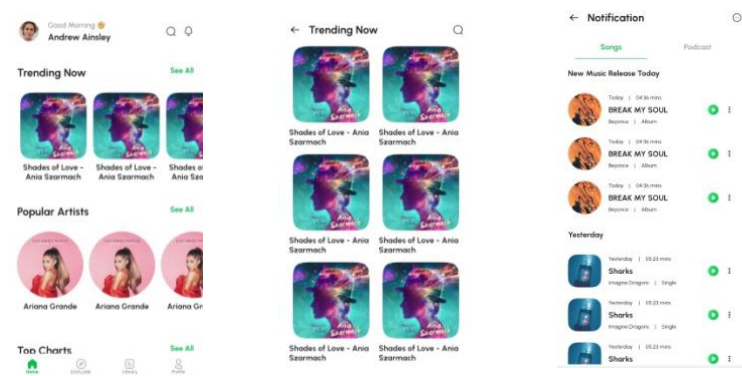
Features:

- High quality designed
- Cleanly coded and friendly doc
- supports both LTR & RTL directions

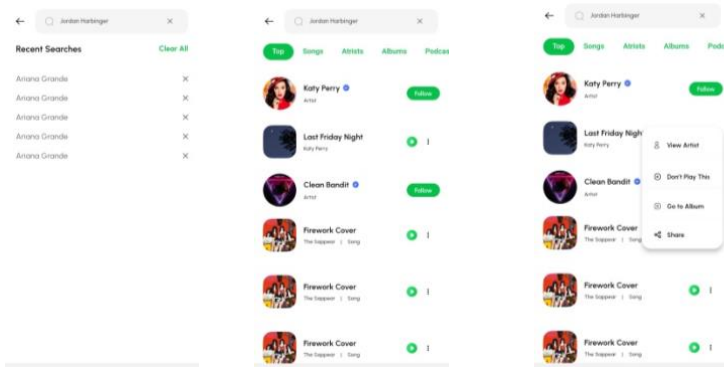
Opening & register



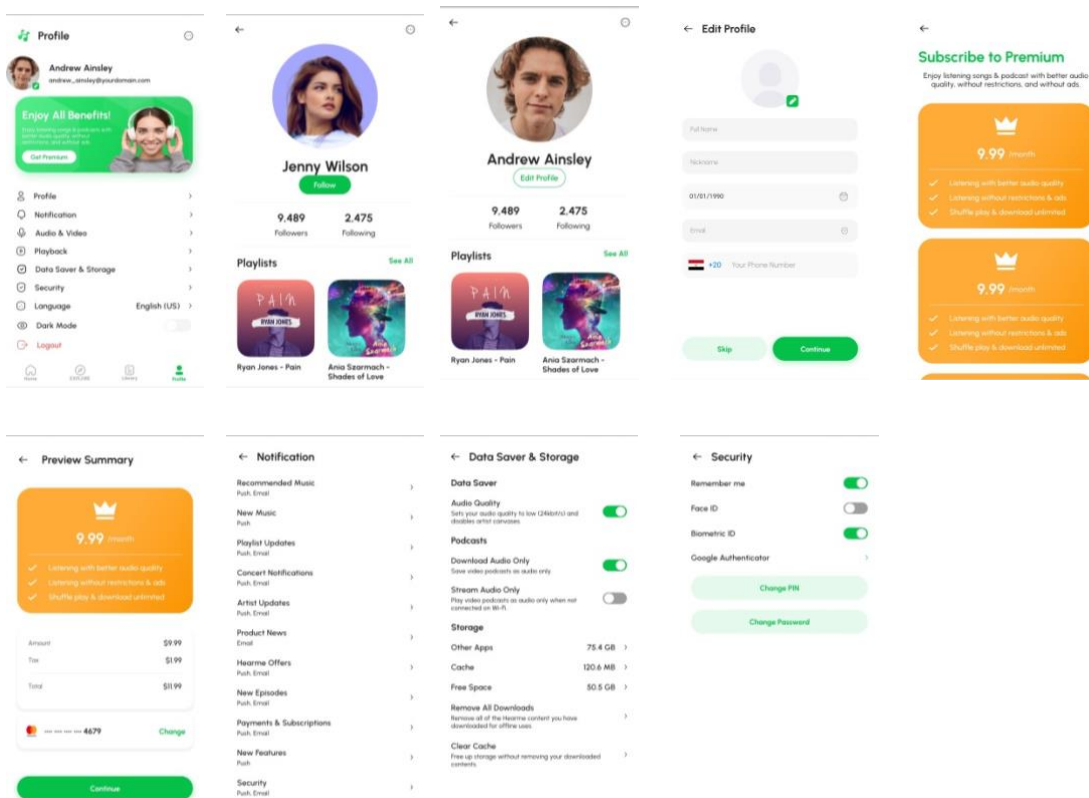
Home



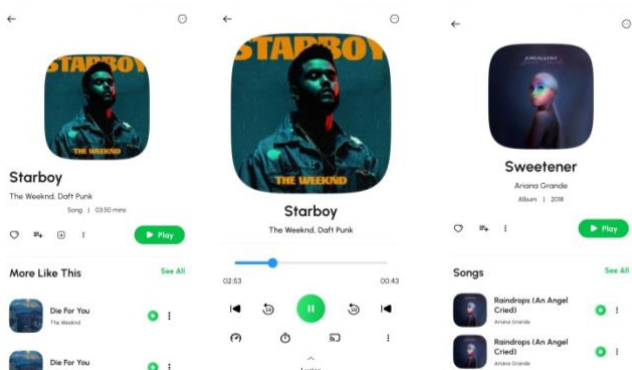
search



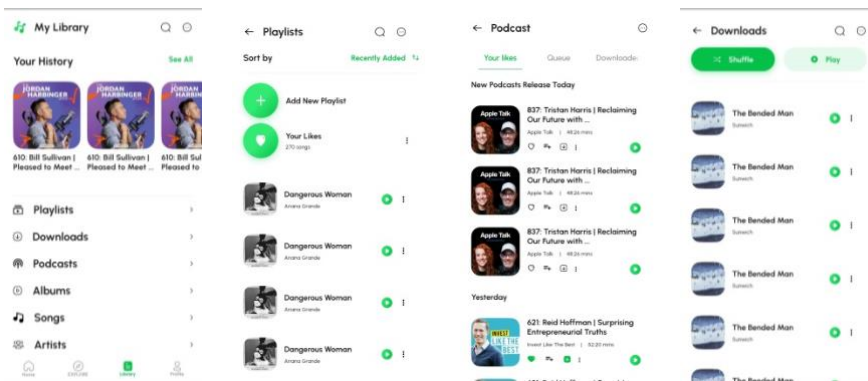
Profile & Settings



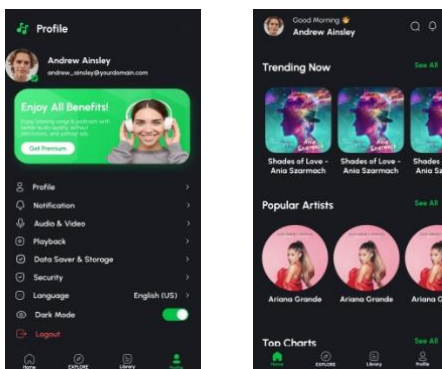
Details& Music player:



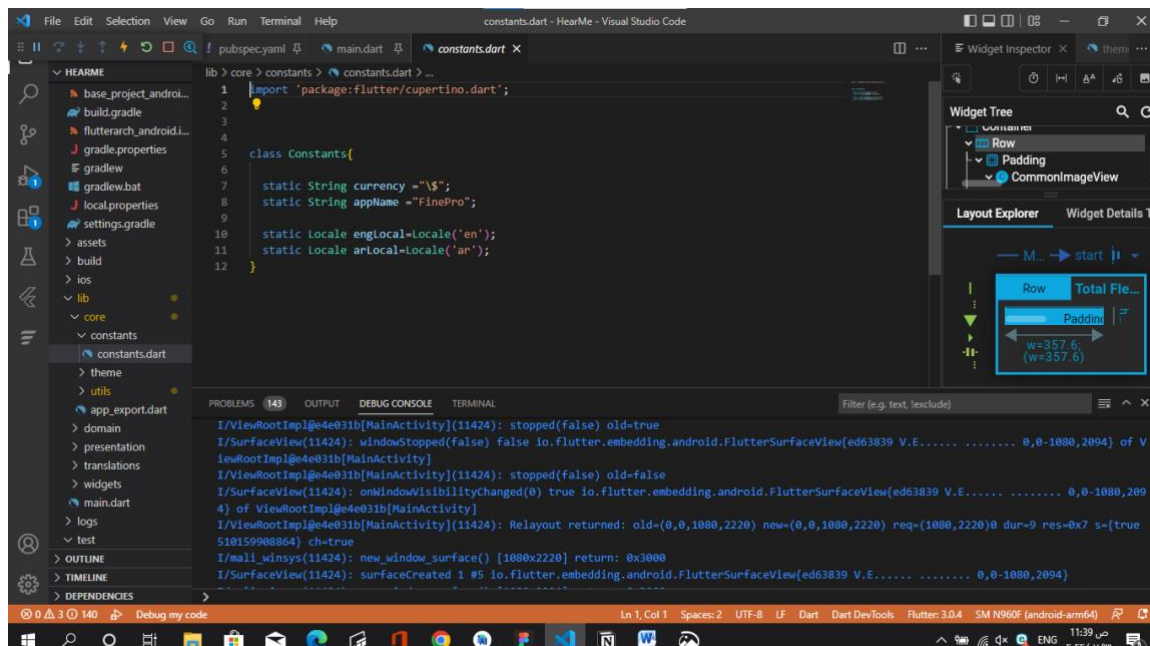
Library



Dark Mode:



And more..

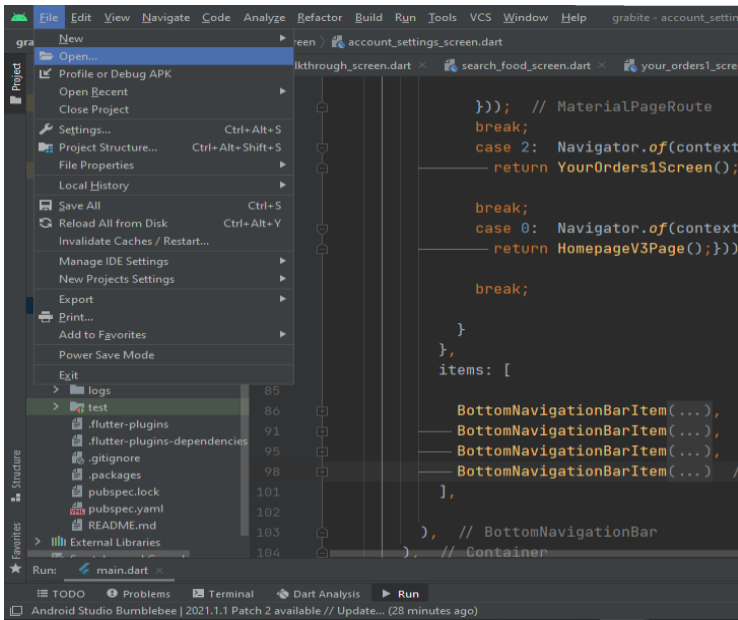


After you download you get HotelBooking.zip, extract all files in folder, and here's how you open the project on your pc or laptop:

1) Open Android Studio or Visual Studio

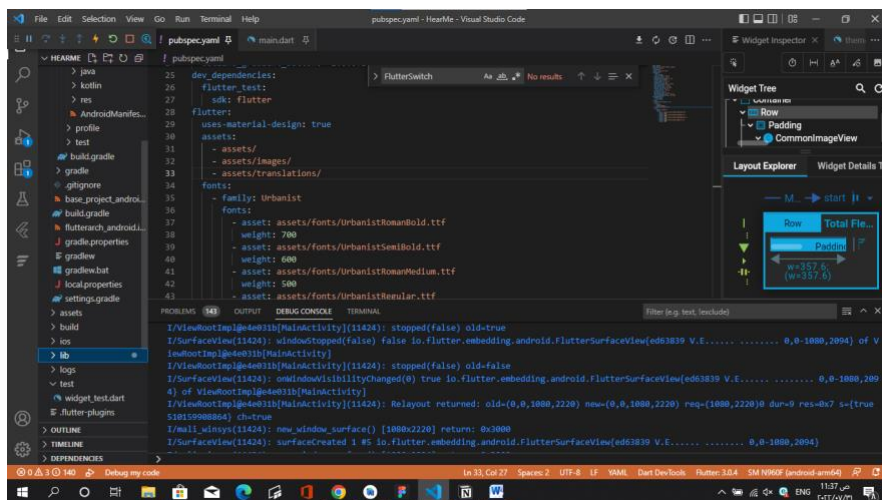
2) and then follow the picture bellow:

3) And then you go to the extracted files location and open HearMe file



C) Code Structure

1) lib folder



In the project section, in HearMe folder you can see **lib** folder it is the place for the code .dart in flutter project, in this folder you have four folders:

- **core folder:**

Contains 4 dart files:

Constants: contains some constants used in the app

Color_constant.dart: where you'll find all the colors used in the app .

Image_constant.dart: where you'll find all the images and icons constants used in the app.

math_utils.dart: where you'll find the methods used to set the sizes and paddings in a responsive way

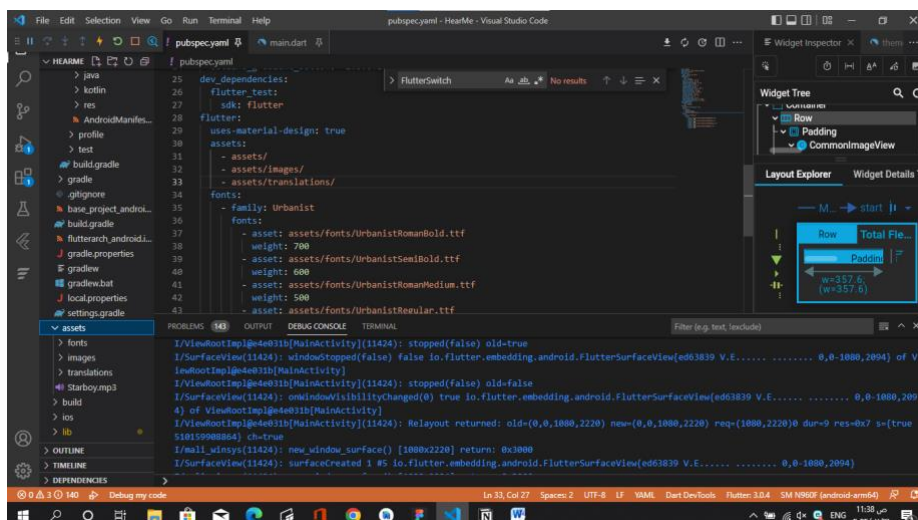
- **Presentation:**

Here you'll find all the pages of the app

- **Translations:**

Contains the classes that are used for translating

2) assets folder:



In the project section, **assets**, in this folder you have three folders:

- **images:**

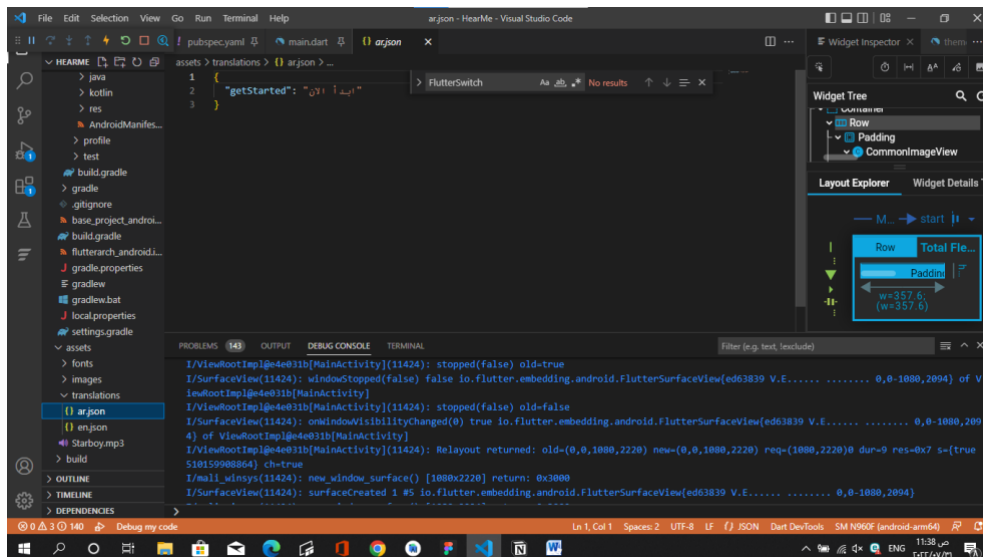
Here you'll find the image files used in the app.

- **fonts:**

Here you'll find the external font files used in the app.

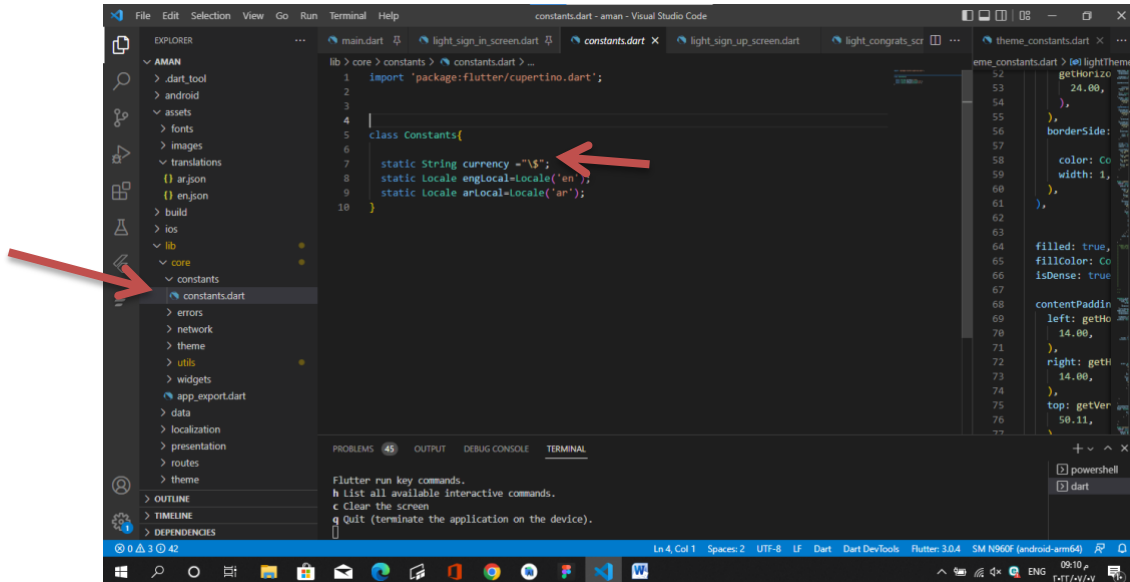
- **Translations:**

Contains the json files one for each locale used in the app , and there you can add translations you want as a json map just like the picture bellow:



Changing the Currency :

In constants you will find the constant **Currency** , and there you can change it to whatever you want, check the picture bellow:



3) Theme Folder:

In the project section, **Theme**, in this folder you have two folders:

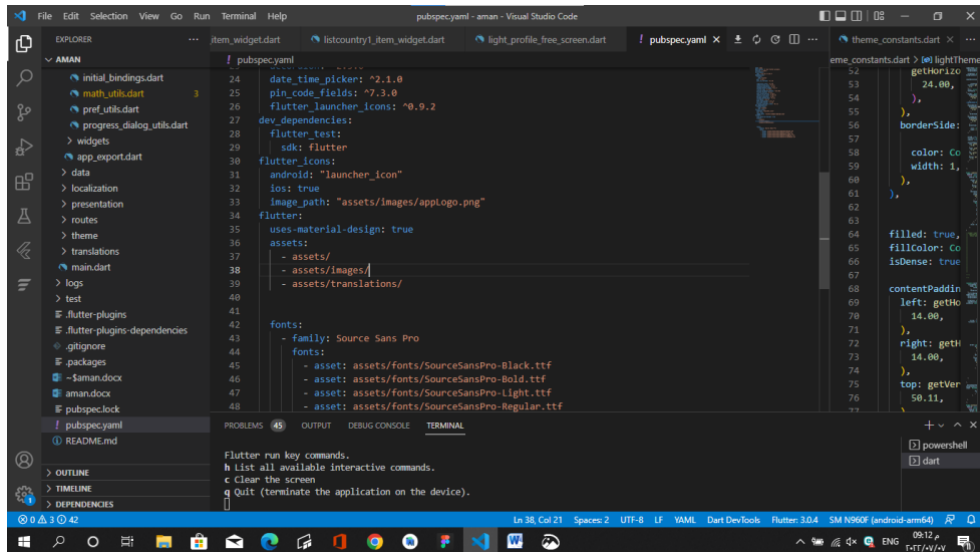
- **theme_constants:**

Here you'll find the general dark and light theme of the app.

- **Theme_manager:**

Contains some logic that manage the switching between light and dark modes.

4) Pubspec.yaml



```
pubspec.yaml
name: aman
description: A new Flutter application.
version: 1.0.0
environment:
  sdk: ^3.0.0
dependencies:
  flutter:
    sdk: flutter
  flutter_launcher_icons: ^0.9.2
  flutter_test:
    sdk: flutter
  flutter_icons:
    android: "launcher_icon"
    ios: true
    image_path: "assets/images/appLogo.png"
  flutter:
    uses-material-design: true
  assets:
    - assets/
    - assets/images/
    - assets/translations/
  fonts:
    - family: Source Sans Pro
      fonts:
        - asset: assets/fonts/SourceSansPro-Black.ttf
        - asset: assets/fonts/SourceSansPro-Bold.ttf
        - asset: assets/fonts/SourceSansPro-Light.ttf
        - asset: assets/fonts/SourceSansPro-Regular.ttf
  flutter_launcher_icons:
    android: "launcher_icon"
    ios: true
    image_path: "assets/images/appLogo.png"
  flutter:
    uses-material-design: true
  assets:
    - assets/
    - assets/images/
    - assets/translations/
  fonts:
    - family: Source Sans Pro
      fonts:
        - asset: assets/fonts/SourceSansPro-Black.ttf
        - asset: assets/fonts/SourceSansPro-Bold.ttf
        - asset: assets/fonts/SourceSansPro-Light.ttf
        - asset: assets/fonts/SourceSansPro-Regular.ttf
```

Pub packages that are shared with others also need to provide some other information so users can discover them. Every package needs a name. That's how other packages refer to yours, and how it appears to the world, should you publish it. In pubspec.yaml you write your images location after you adding them to app and you can add external fonts, don't worry it is very easy to use custom font.