

SWEN325

Assignment 3 - Demo Script

Nguyen Van
300528860

(This script will be included in my GitLab repository)

Tools needed to run the app:

Installing flutter SDK

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

Install XCode:

- This is done via App Store (more info will be included in the link above)
 - Run these 2 lines to set up Xcode for iOS development
- ```
sudo xcode-select --switch /Applications/Xcode.app/Contents/Developer
sudo xcodebuild -runFirstLaunch
```

### Install cocoa pods:

```
sudo gem uninstall ffi && sudo gem install ffi -- --enable-libffi-alloc (Silicon Mac)
sudo gem install cocoapods (Mac in general)
```

### Download Android Studio:

<https://developer.android.com/studio>

SDK manager -> Android SDK -> SDK tools -> SDK command line tools is ticked  
Plug in -> install Flutter plug in

### Accept Android Licenses:

```
flutter doctor --android-licenses
```

### One last check:

```
flutter doctor
```

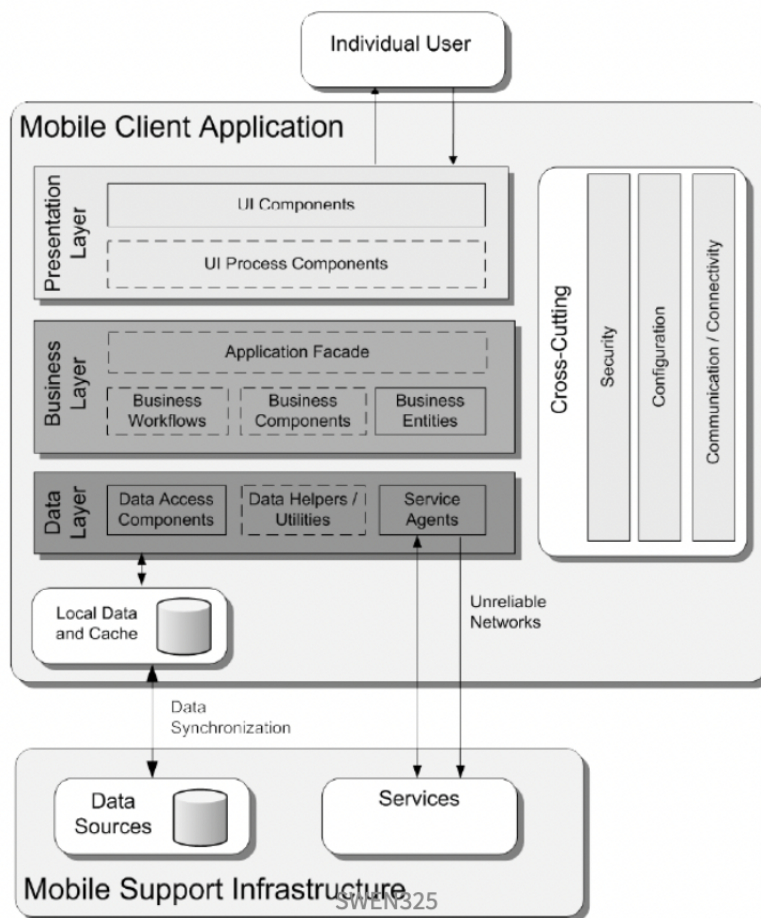
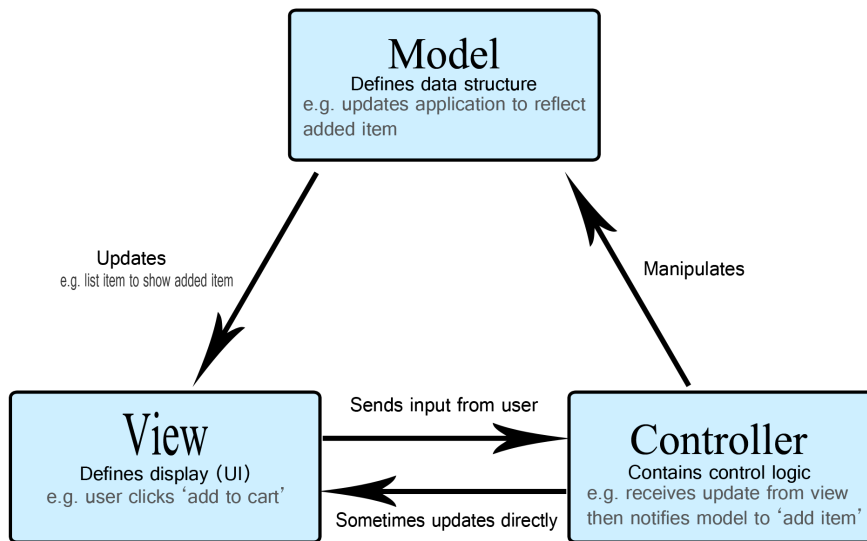
```
Last login: Fri Oct 7 01:40:40 on ttys016
[(base) vanbanguyen0901@MacBook-Pro ~ % flutter doctor]
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, 3.3.3, on macOS 12.5 21G72 darwin-arm (Rosetta),
 locale en-NZ)
[✓] Android toolchain - develop for Android devices (Android SDK version 33.0.0)
[✓] Xcode - develop for iOS and macOS (Xcode 13.4.1)
[✓] Chrome - develop for the web
[✓] Android Studio (version 2021.3)
[✓] IntelliJ IDEA Community Edition (version 2022.1.3)
[✓] VS Code (version 1.71.2)
[✓] Connected device (2 available)
[✓] HTTP Host Availability

• No issues found!
(base) vanbanguyen0901@MacBook-Pro ~ %
```

### Run the app:

- Clone the repo from GitLab
- Go to PubsSpec.yaml and download all the dependencies.
- Go to XCode on the ios folder, make sure that the Swift version is 5.0 and the deployment target is 12.0
- Connect your iOS mobile device to your Mac
- Settings -> General -> Device Management -> Trust the apple development
- Run the project

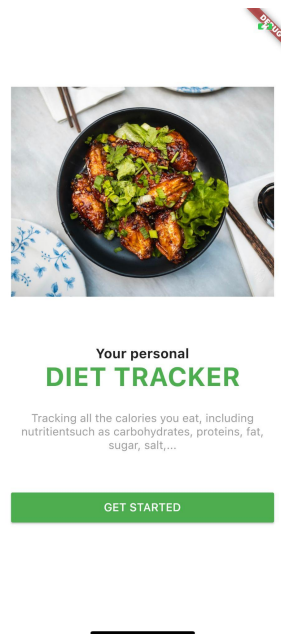
## Code architecture and how I organised the code



## 6+ screens and 12+ components used in the app:

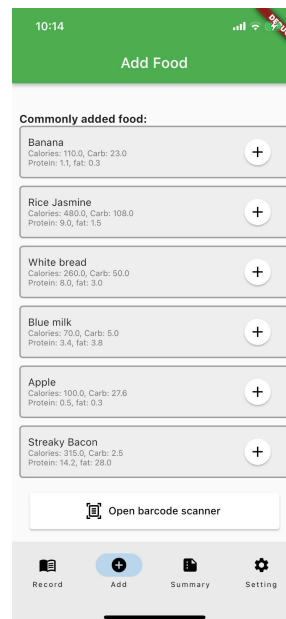
### 1) Welcome Screen

- Column component
- Image
- Text component



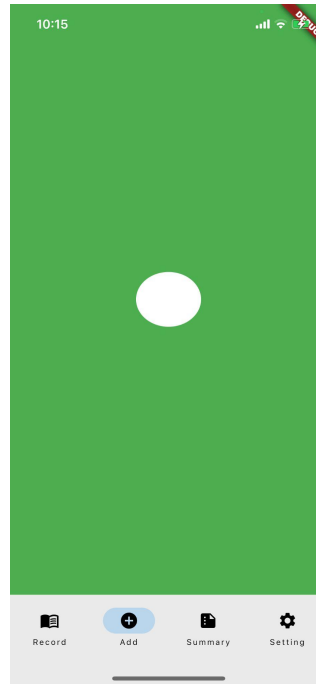
### 2) Add screen

- AppBar component
- Single child scroll view component
- ElevatedButton component
- Icon component



### 3) Loading screen

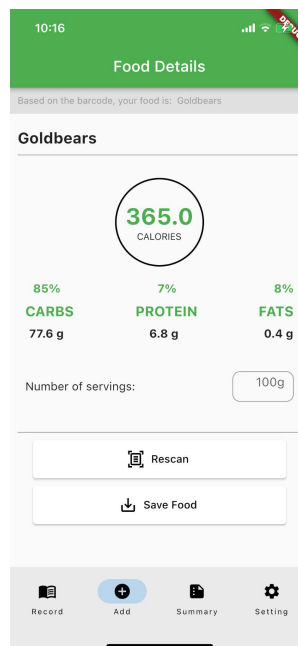
- SpinKitRotatingCircle component



### 4) Detail Screen

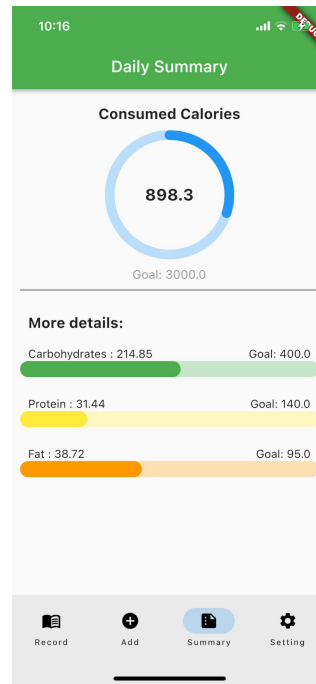
- TextField component

- Row



### 5) Daily summary screen

- CircularPercentIndicator component
- LinePercentIndicator component

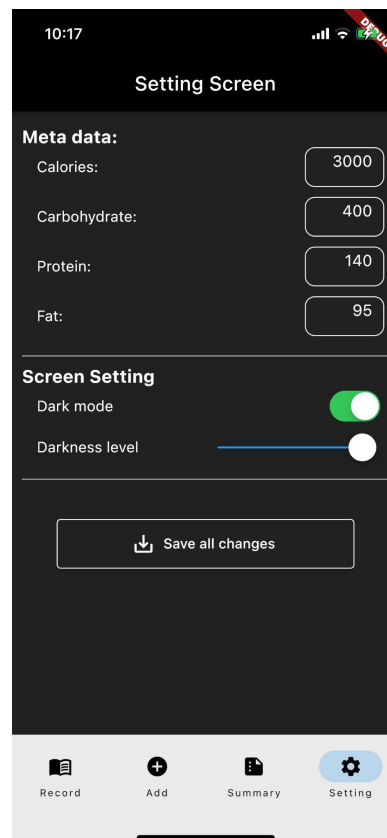


### 6) History record screen

- No unique component

### 7) Setting screen

- Switch component
- Slider component



The Setting Screen has a dark theme. It features a 'Meta data' section with input fields for Calories (3000), Carbohydrate (400), Protein (140), and Fat (95). Below this is a 'Screen Setting' section with a 'Dark mode' toggle switch (turned on) and a 'Darkness level' slider. A 'Save all changes' button is at the bottom. The bottom navigation bar includes icons for Record, Add, Summary, and Setting (selected).

| Setting        | Value  |
|----------------|--------|
| Calories       | 3000   |
| Carbohydrate   | 400    |
| Protein        | 140    |
| Fat            | 95     |
| Dark mode      | On     |
| Darkness level | Slider |

