

Title :- Flutter Console Shop App

1. Project Structure

```
shop_app/  
  android/  
    assets/  
      console.png  
      controller.png  
      gamepad.png  
  ios/  
  lib/  
    main.dart  
    models/  
      shop_item.dart  
    screens/  
      cart_screen.dart  
      home_screen.dart  
      wishlist_screen.dart  
  pubspec.yaml  
  README.pdf
```

2. How to Configure the App

To configure the Flutter Console Shop App, follow these steps:

- Open the project in Android Studio.
- Ensure that the Flutter and Dart SDKs are installed.
- If not already present, create a folder named assets in the root of the project.
- Add the following image files to the assets/ folder:

```
console.png  
controller.png  
gamepad.png
```

(Images are in assets folder)

- Open the pubspec.yaml file and add the following under the flutter: section (ensure proper indentation):

```
flutter:  
assets:  
- assets/console.png  
- assets/controller.png  
- assets/gamepad.png  
-Save the file and run:
```

3. How to Run the App

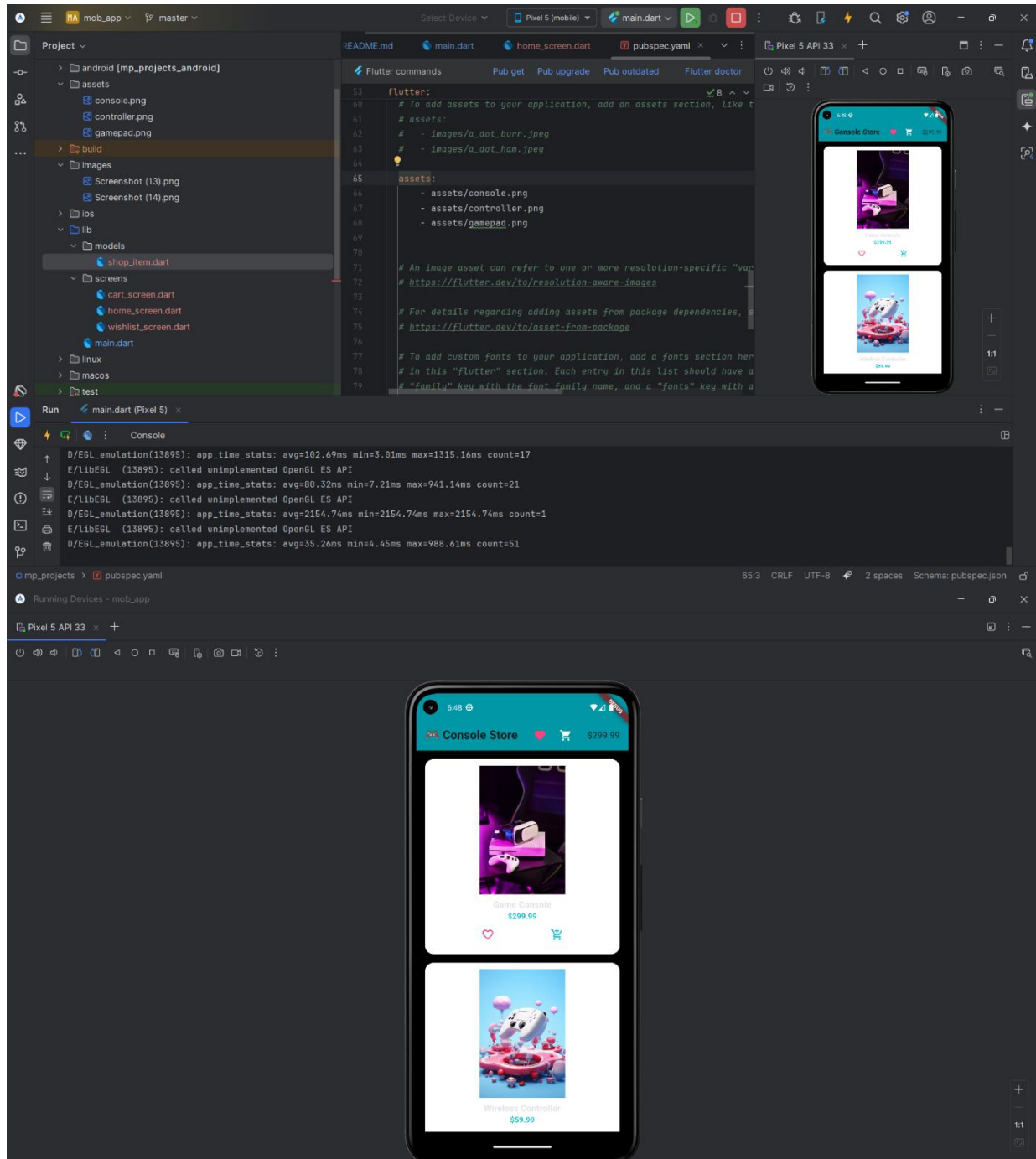
To run your Flutter app:

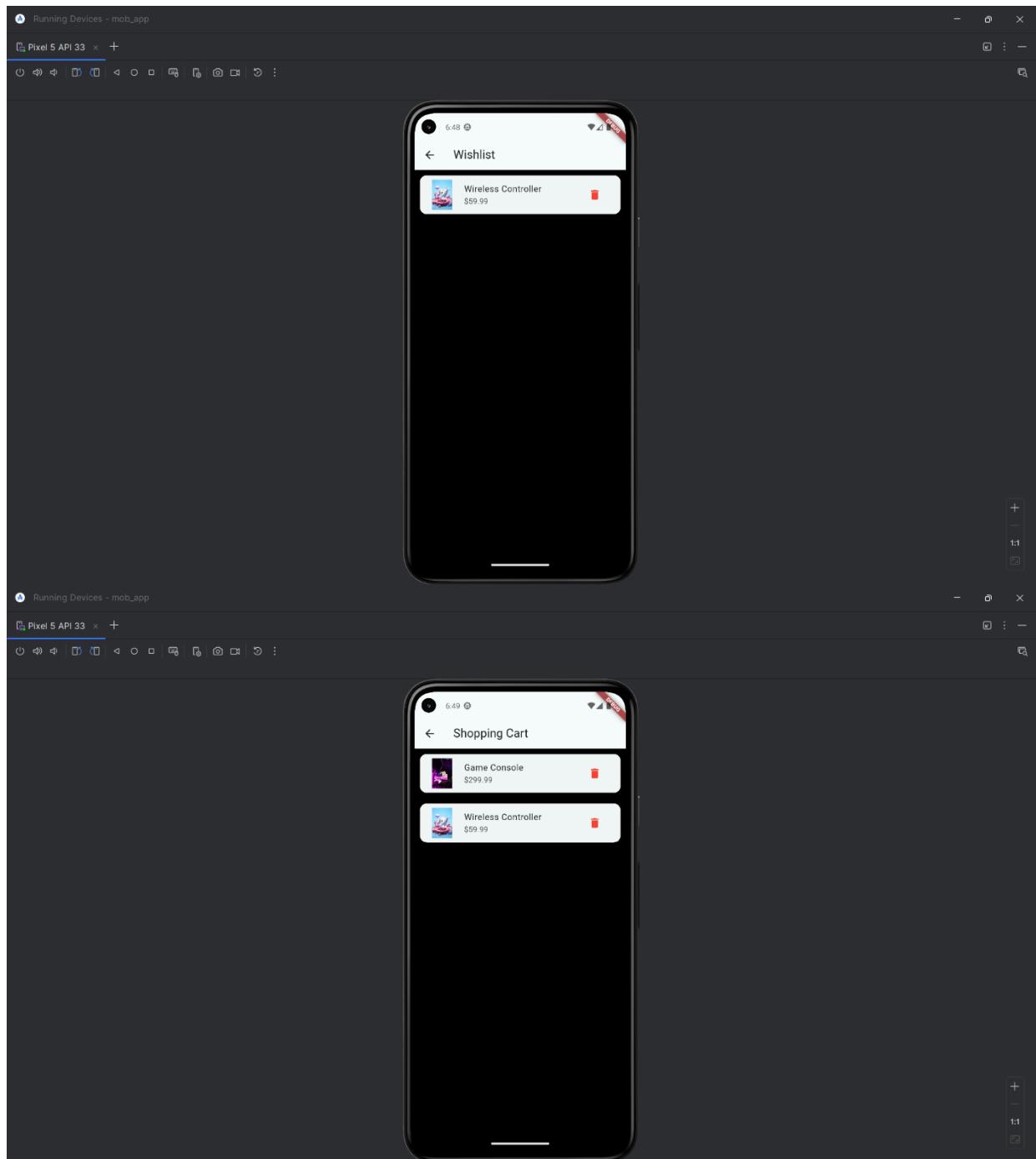
- On Android Emulator
- Open Android Studio.
- Go to Tools → Device Manager.
- Click "Create Device" if no emulator exists, and configure it
- Once the emulator is created, click "Launch" (play icon) to start it.

- Open the file lib/main.dart.
- Click the green Run button or press Shift + F10.

4. Screenshots

Below are screenshots of the application running on the Android Emulator.





these are the screenshots of the application demonstrating Home Page , items with there name and images , and cart sub total at the top.

Also as you rotate screen in android emulator the screen is responsive it will show items in landscape mode.