

```
import React from "react";

const AppStore = (props) => (
  <svg
    width="32"
    height="32"
    viewBox="0 0 32 32"
    fill="none"
    xmlns="http://www.w3.org/2000/svg"
  >
    <g filter="url(#filter0_d_3_298)">
      <rect
        x="3.99905"
        y="3.04218"
        width="10.4348"
        height="10.4345"
        rx="2.08696"
        fill="#219737"
      />
      <path
        d="M27.4022 6.81734L23.1792 2.59554C22.3824 1.80198 21.094 1.80198 20.2972 2.59554L16.0742 6.81734C15.2804 7.61484 15.2804 8.90393 16.0742 9.70143L20.2972 13.
        fill="#EF5816"
      />
      <rect
        x="16.5208"
        y="15.5635"
        width="10.4348"
        height="10.4345"
        rx="2.08696"
        fill="#219737"
      />
      <rect
        x="3.99905"
        y="15.5635"
        width="10.4348"
        height="10.4345"
        rx="2.08696"
        fill="#219737"
      />
    </g>
    <defs>
      <filter
        id="filter0_d_3_298"
        x="-0.000946045"
        y="0.000366211"
        width="31.9991"
        height="31.9977"
        filterUnits="userSpaceOnUse"
        colorInterpolationFilters="sRGB"
      >
        <feFlood floodOpacity="0" result="BackgroundImageFix" />
        <feColorMatrix
          in="SourceAlpha"
          type="matrix"
          values="0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 127 0"
          result="hardAlpha"
        />
        <feOffset dy="2" />
        <feGaussianBlur stdDeviation="2" />
        <feColorMatrix
          type="matrix"
          values="0 0 0 0 0.73854 0 0 0 0 0.73854 0 0 0 0 0.73854 0 0 0 1 0"
        />
        <feBlend
          mode="normal"
          in2="BackgroundImageFix"
          result="effect1_dropShadow_3_298"
        />
        <feBlend
          mode="normal"
          in="SourceGraphic"
          in2="effect1_dropShadow_3_298"
          result="shape"
        />
      </filter>
    </defs>
  </svg>
);

export default AppStore;
```