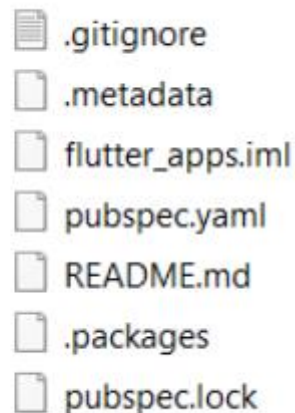
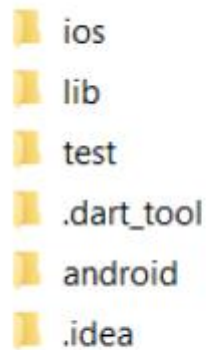




Flutter Folder Structure

- **android/ and ios/:** platform-specific code for each OS
- **lib/:** Contains the Dart source code of your Flutter app
- **test/:** Unit tests, widget tests, and integration tests all go in this folder
- **pubspec.yaml:** Defines a Dart package and lists dependencies of your Flutter app.
- **README.md:** Markdown file used for your git repository and at the same time as a "home page" at <https://pub.dev> in case you wanted to publish a package.



► Suggested Lib Folder Structure

The official Flutter documentation doesn't give any guidelines about this since you're free to do what you prefer:

Suggestion

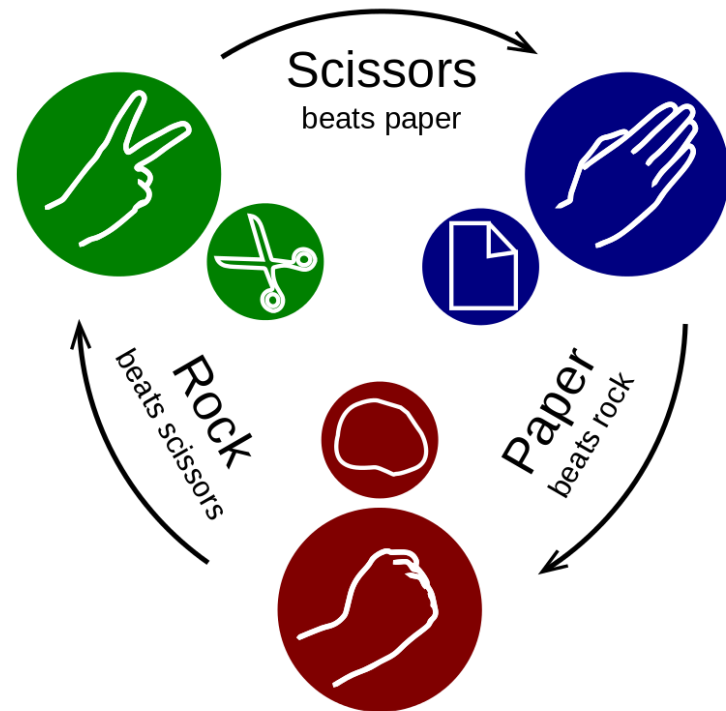
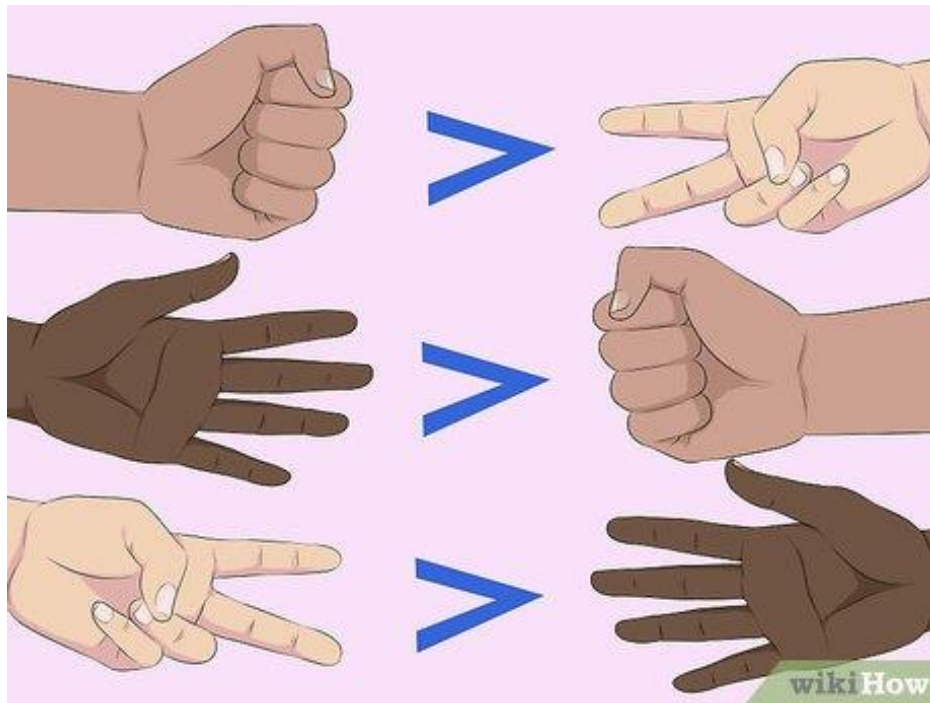
- **routes/** App's pages
- **models/** business logic
- **widgets/** Reusable UI widgets
- **localizations/** Localization logic

```
– localizations/ •
– routes/
– widgets/
– models/
  * blocs/
  * providers/
  * repositories/
  * ...
– main.dart
– routes.dart
```

► Pubspec.yaml

- ▶ **version**
Required for packages that are hosted on the pub.dev site
- ▶ **description**
Required for packages that are hosted on the pub.dev site
- ▶ **environment**
Specifying Flutter SDK constraints
- ▶ **repository**
Optional. URL pointing to the package's source code repository.
- ▶ **dependencies**
Can be omitted if your package has no dependencies.
- ▶ **assets**
Specifies the paths to static resources your app will use, such as images, SVG vectors, audio/video files, or simple text.

Rock Paper Scissors Game





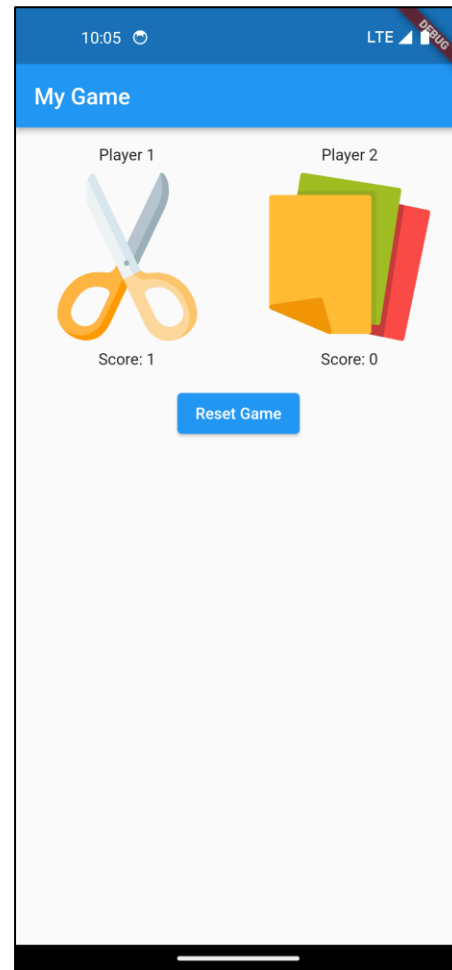
Flutter

- ▶ StatefulWidget
- ▶ initState()
- ▶ onPressed()
- ▶ setState()
- ▶ Random().nextInt(3)
- ▶ Image.asset
- ▶ TextStyle
- ▶ Expanded
- ▶ Padding
- ▶ TextButton
- ▶ ElevatedButton
- ▶ Card
- ▶ ListTile

<https://github.com/rodavid20/Flutter2023>

<https://docs.flutter.dev/ui/widgets>

<https://api.flutter.dev/flutter/widgets/widgets-library.html>



Rock Paper Scissors Lizard Spock Game

