

# **REPORT**

## **LAB 1: I AM RICH**

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### **1. Introduction**

This report aims to present the process of developing and testing the "I Am Rich" mobile application.

The "I Am Rich" application is an entertaining and symbolic application that can generate wealth through displaying a large diamond on the screen. Although there is no actual function, this application is still created to humorously reflect the goal of lavish use.

### **2. Objectives**

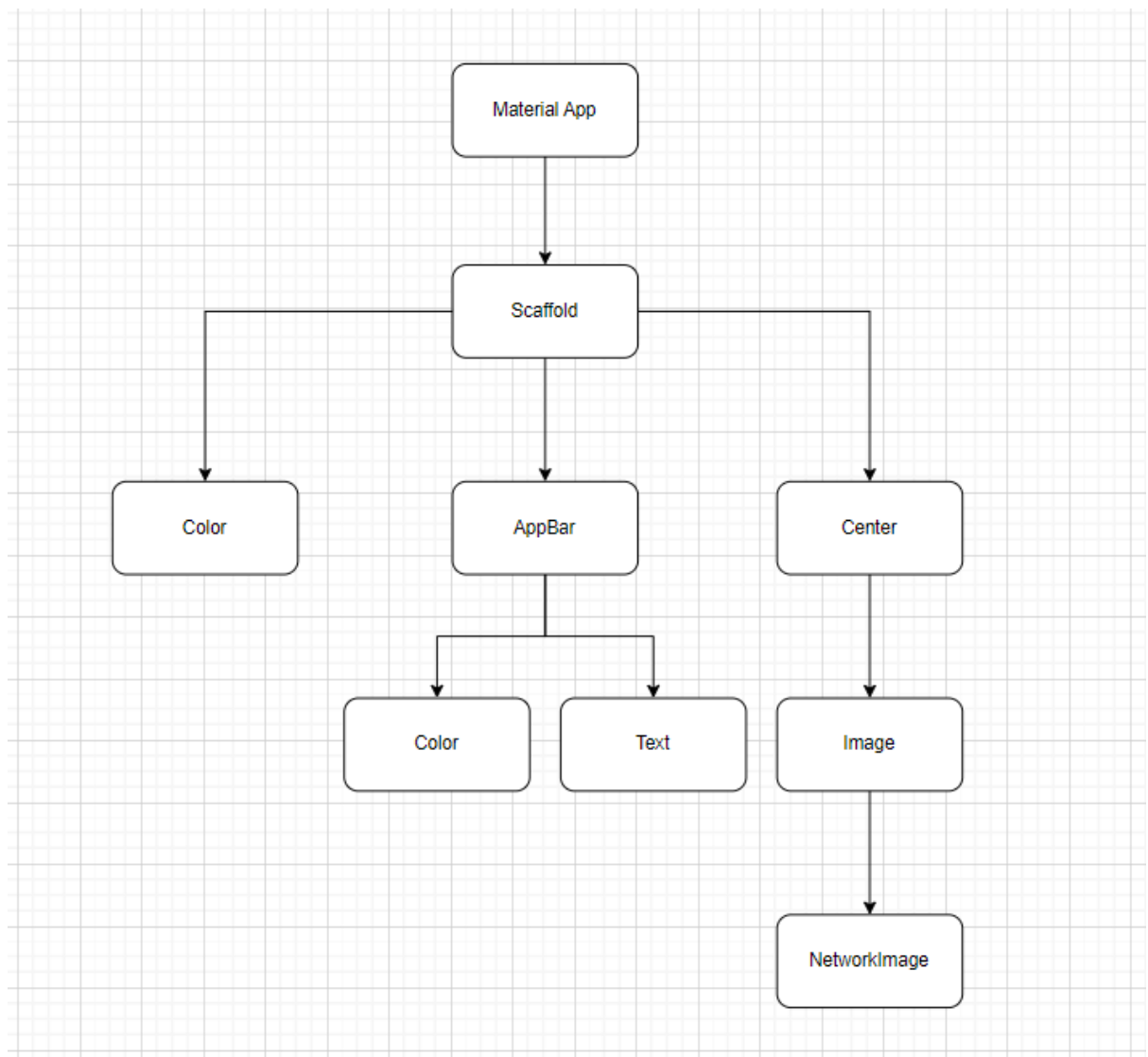
- The goal of the experiment is to develop and test the "I Am Rich" application on different platforms, and evaluate compatibility, performance and user experience on these devices.

### **3. Methodology**

The application development methodology includes steps from design interface to installer and testing. The "I Am Rich" app was developed using the Flutter framework, which allows cross-platform app development. The process includes:

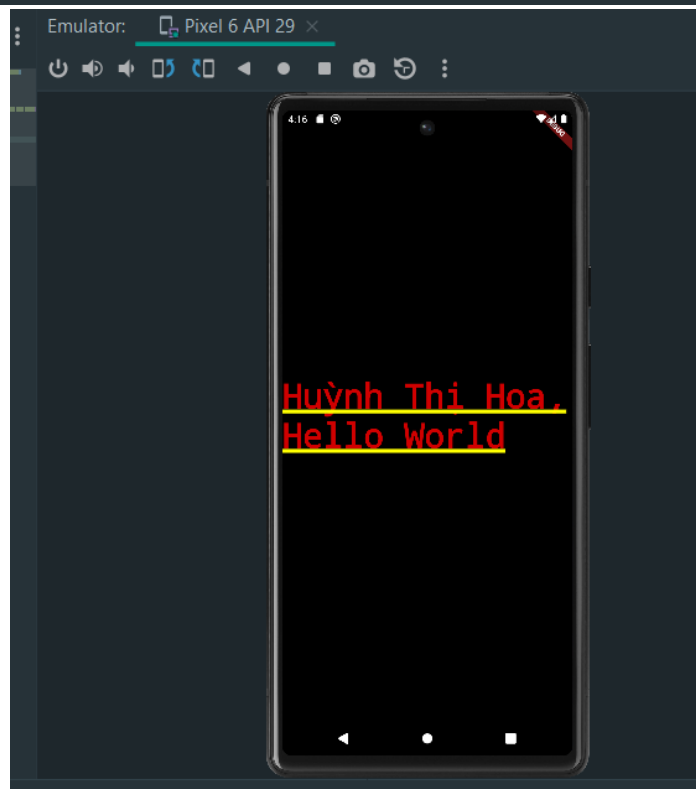
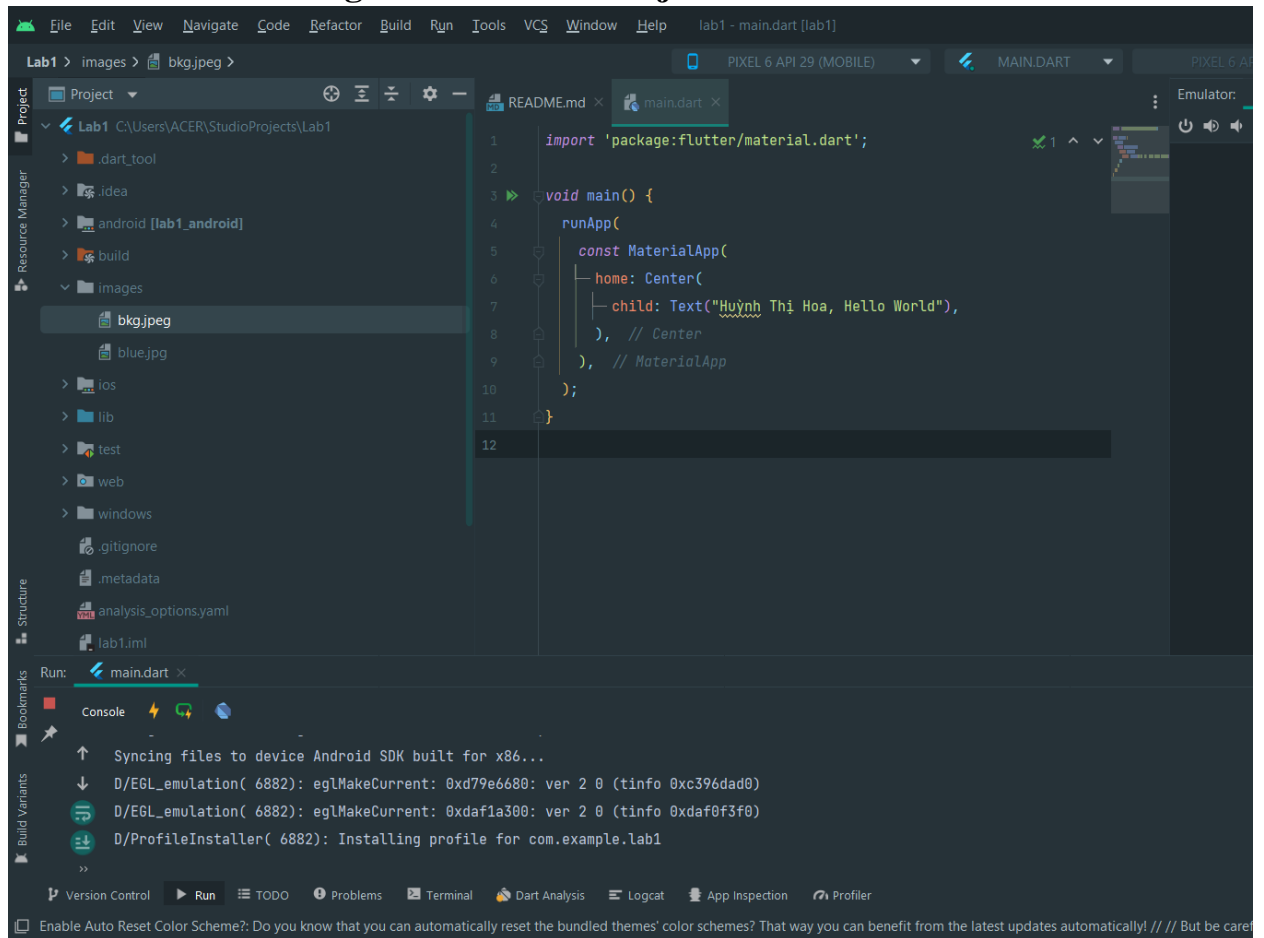
- User interface design with diamond member image.
- Programming image display functions and interactive facilities.
- Test the app on Android and iOS devices.

– **I Am Rich Structure:**

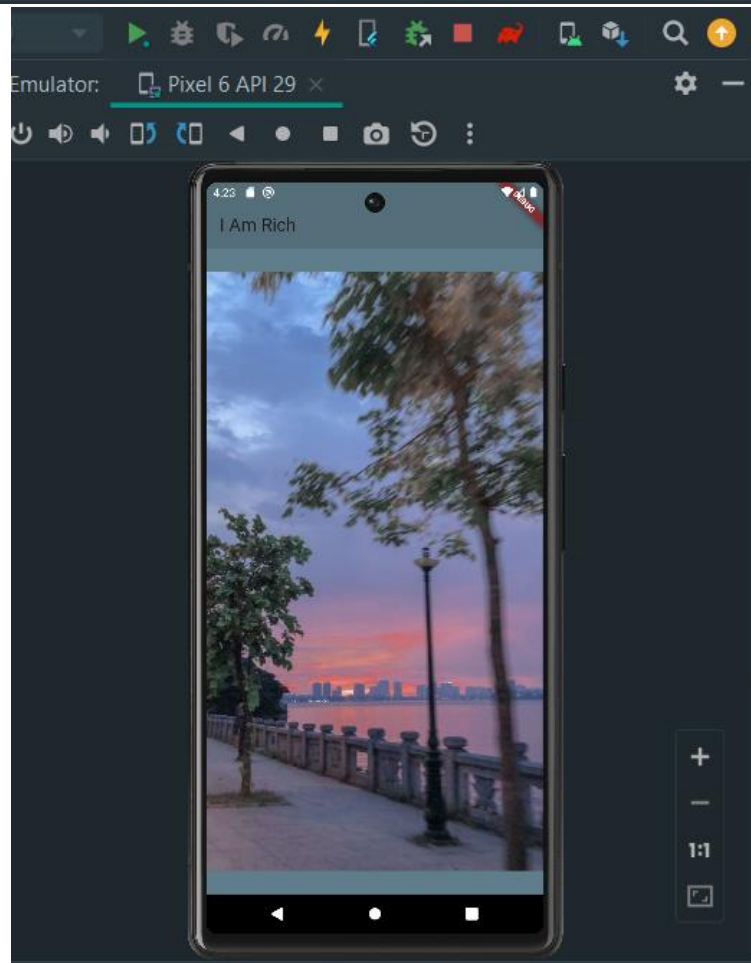
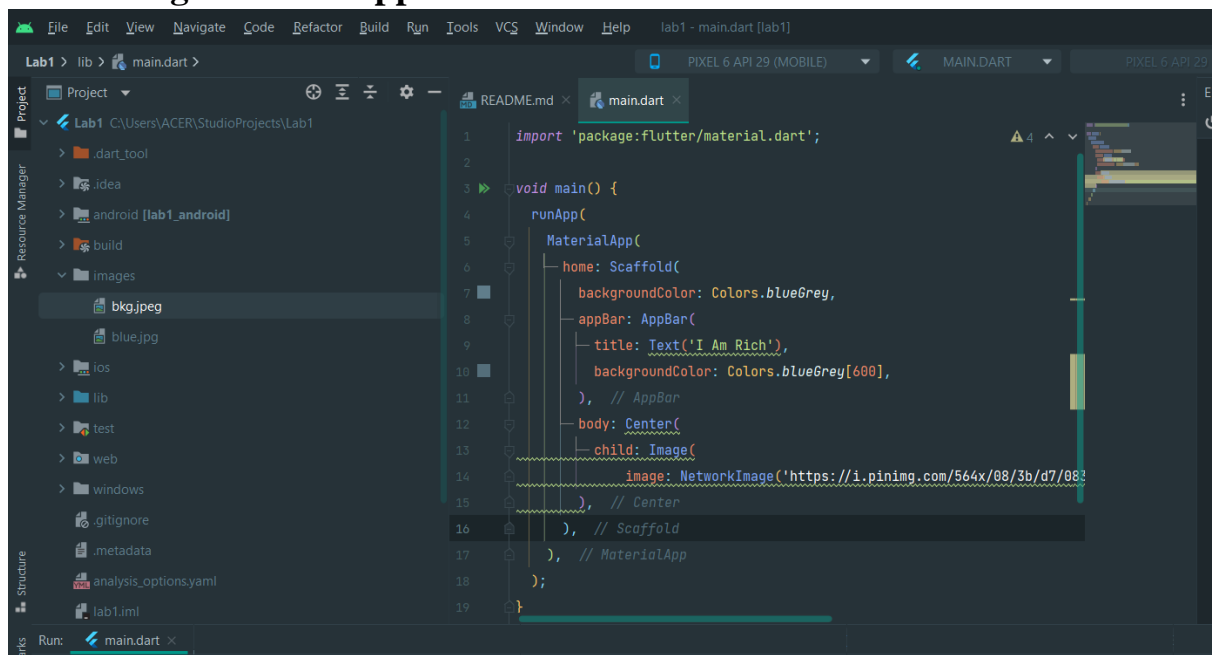


## 4. Results :

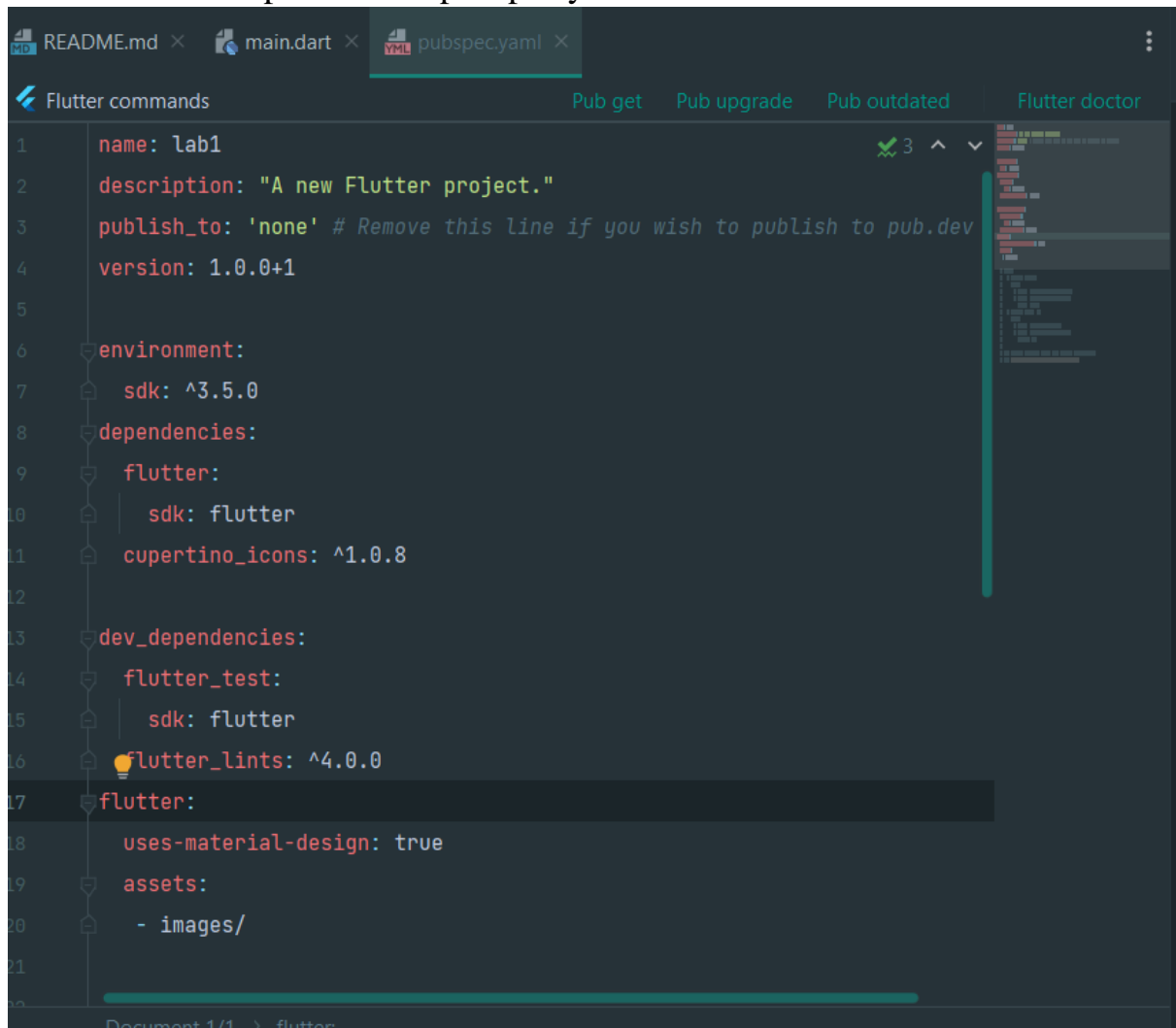
### – Creating a New Flutter Project from Scratch:



## – Scaffolding a Flutter App:

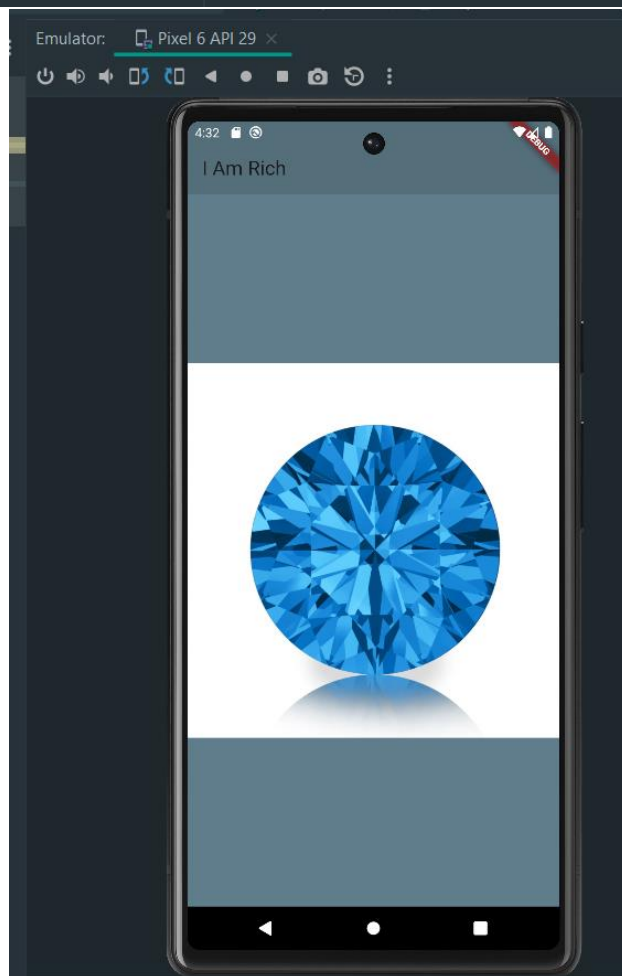
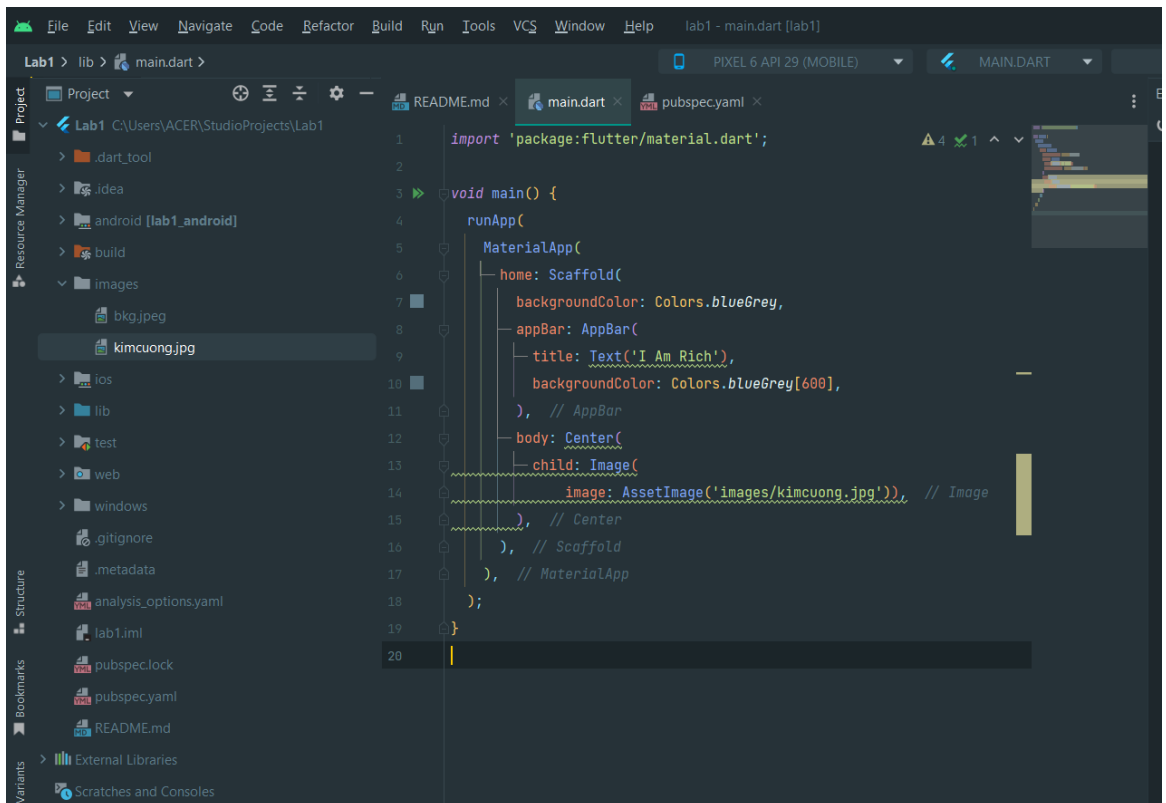


- Working with Assets in Flutter & the Pubspecc file
  - o Repair the file pubspec.yaml

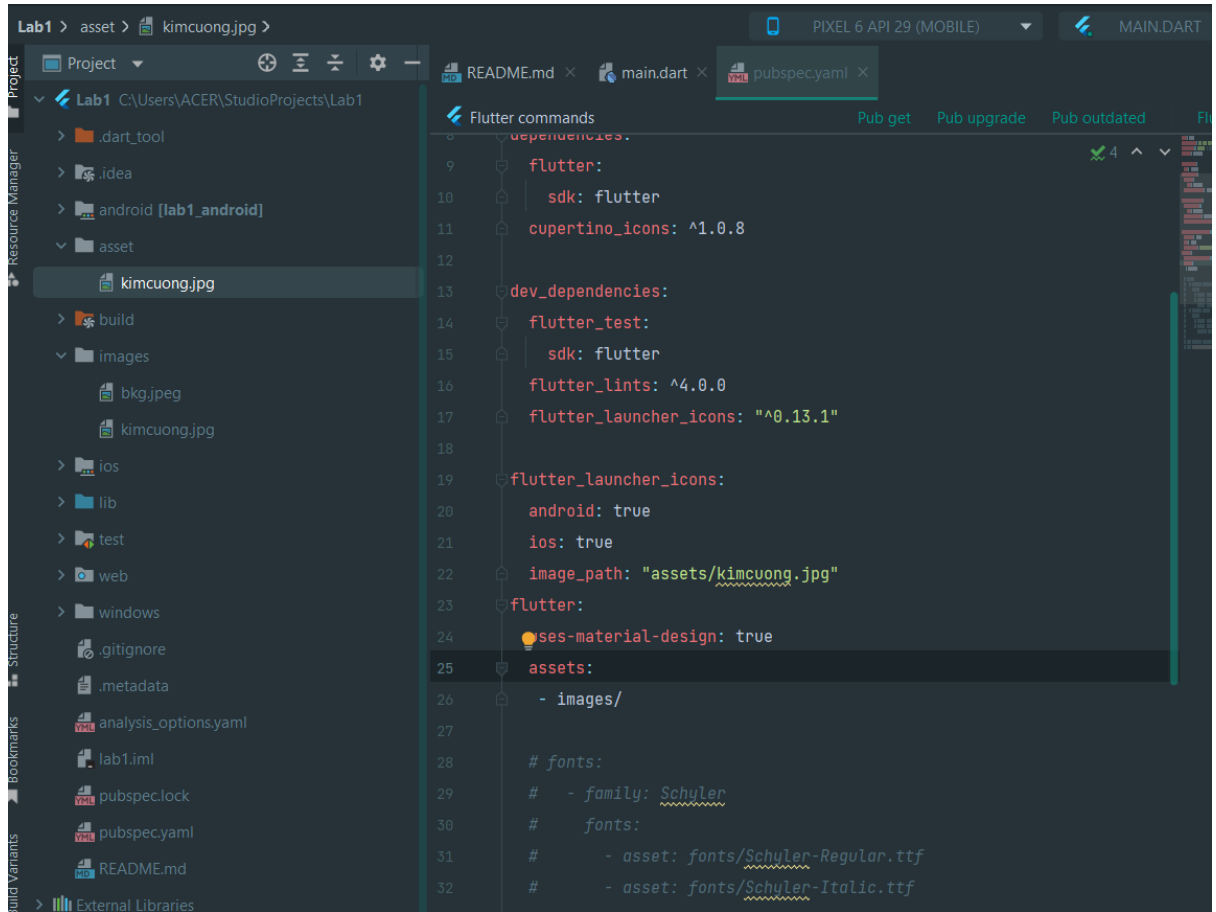


```
1  name: lab1
2  description: "A new Flutter project."
3  publish_to: 'none' # Remove this line if you wish to publish to pub.dev
4  version: 1.0.0+1
5
6  environment:
7    sdk: ^3.5.0
8  dependencies:
9    flutter:
10     sdk: flutter
11    cupertino_icons: ^1.0.8
12
13  dev_dependencies:
14    flutter_test:
15     sdk: flutter
16    flutter_lints: ^4.0.0
17  flutter:
18    uses-material-design: true
19  assets:
20    - images/
```

The image shows a code editor with the file `pubspec.yaml` open. The editor has tabs for `README.md`, `main.dart`, and `pubspec.yaml`. Below the tabs is a toolbar with buttons for `Flutter commands`, `Pub get`, `Pub upgrade`, `Pub outdated`, and `Flutter doctor`. The code in the editor is a valid `pubspec.yaml` file for a Flutter project named `lab1`. The file includes dependencies for `flutter`, `cupertino_icons`, `flutter_test`, and `flutter_lints`. The `flutter` section is expanded, showing `uses-material-design: true` and an `assets` section with a single entry `- images/`. A sidebar on the right shows a file explorer view with a tree structure of the project files.

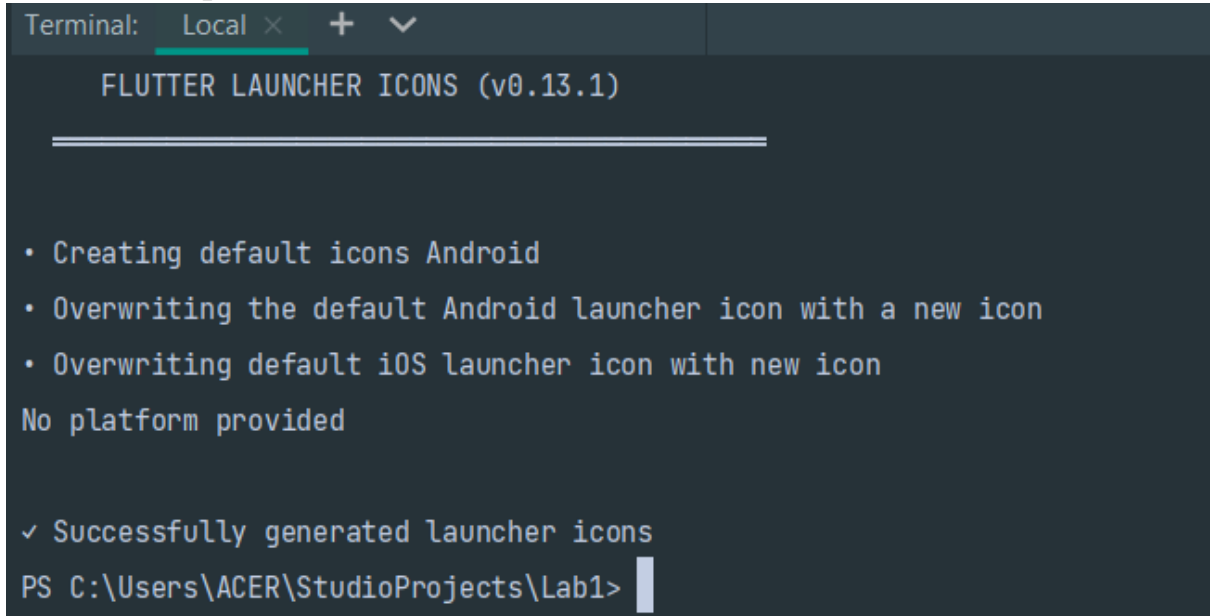


- **How to Add App Icons to the iOS and Android Apps**
  - *Setup the config file:*



– ***Run the package***

- After setting up the configuration, all that is left to do is run the package.
  - flutter pub get
  - flutter pub run flutter\_launcher\_icons



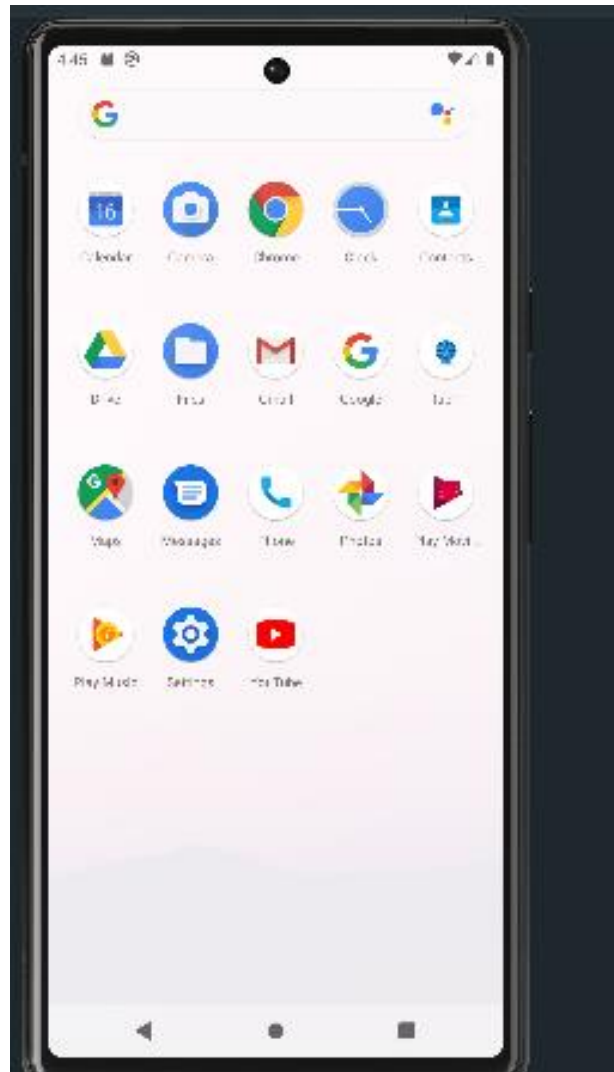
```
Terminal: Local x + v
FLUTTER LAUNCHER ICONS (v0.13.1)

• Creating default icons Android
• Overwriting the default Android launcher icon with a new icon
• Overwriting default iOS launcher icon with new icon
No platform provided

✓ Successfully generated launcher icons
PS C:\Users\ACER\StudioProjects\Lab1>
```



- Run app:



## 5. Discussion

Experimental results showed that the "I Am Rich" application worked well on Android and iOS platforms, displaying content exactly as expected. However, the development and testing process also revealed some issues that need attention:

- Application performance: The application runs smoothly on high-spec devices, but there is lag on lower-spec devices, especially when displaying high-resolution diamond images.
- The "I Am Rich" application has no actual function, mainly for symbolic or entertainment purposes only.
- **Strengths:**
  - Use Flutter to enable fast and efficient app development across multiple platforms.
  - Simple application, minimalist interface makes it easy for users to access and use.
- **Weaknesses:**
  - Performance across device configurations needs to be improved.
  - The interface is not optimal on all types of devices, especially those with uncommon screen sizes.
  - The monotony of the app can affect the user's long-term enjoyment.

## 6. Conclusion

- The "I Am Rich" app development experiment was successfully deployed and tested on both Android and iOS platforms, meeting the initial goals of the project. The app demonstrated good compatibility and provided a simple experience that stayed true to its iconic purpose.