

Candidate Name: Tapoban Ray

Explanation of approach:

1. Checked the design file on Figma thoroughly.
2. Created a Flutter project and initialised a git repository.
3. Downloaded all the images in .svg (for icons) and .png (for complex images).
4. Downloaded the required fonts Manrope, Onest and Inter from Google Fonts.
5. Organised all the assets inside assets folder.
6. Updated *pubspec.yaml* file with the asset paths.
7. Installed some flutter packages: *flutter_screen_util* (for responsiveness) and *flutter_svg* (to handle SVG images)
8. Created classes to store all the PNG paths, SVG paths, and custom colour codes in one place:
 - a. CustomPNGs
 - b. CustomSVGs
 - c. CustomColors
 - d. CustomFontFamily
9. Started working on the screens.
10. Built a HomeScreen to navigate to any of the screens at first.
11. Then built the *EditProfileScreen*.
12. Finally built the *BlindMixerScreen* with the *CustomBottomNav* functionality.

Tools and Libraries used:

- Programming Language: Dart
- Framework: Flutter
- Packages: *flutter_screen_util*, *flutter_svg*

Challenges Faced:

Challenge	Solution
Creating static fields for each image and each SvgPicture widget would be time-consuming.	Created a Python file and used the os module to list all the files in the current directory in the desired format and print the result.
Faced some issue when using <i>Colors.transparent</i> in <i>CustomBottomNav</i> icons.	Replaced <i>Colors.transparent</i> with <i>Colors.white</i> (the color of its background) and that solved the problem.

The font styles appearing on the screen were not matching the design on Figma when using VariableFont_weight.

Replaced VariableFont_weight with specific Regular, Medium, Bold and ExtraBold ttf files. That solved the problem.

Screenshots of the output:





