

FYP – PROJECT READ-ME DETAILED

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To run this project:

(The intelli-J Ultimate Edition IDE was used in the development on Windows, however, intelliJ Community Edition and other IDEs such as Visual Studio code can also run it)

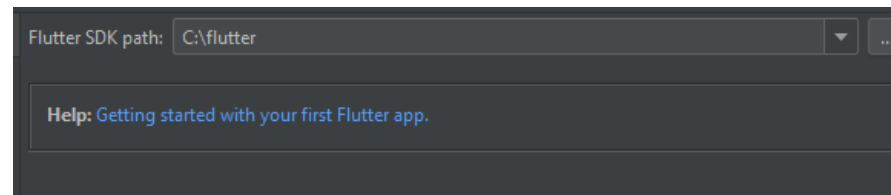
1. first install flutter:

windows: <https://docs.flutter.dev/get-started/install/windows>

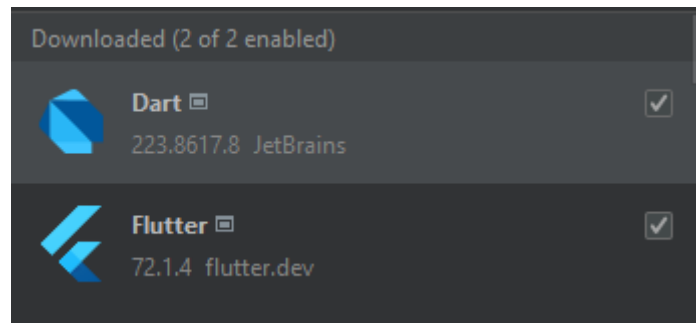
macOS: <https://docs.flutter.dev/get-started/install/macos>

Linux: <https://docs.flutter.dev/get-started/install/linux>

2. setup flutter SDK depending on the operating system
(all the instructions to setup can be found in the links above)

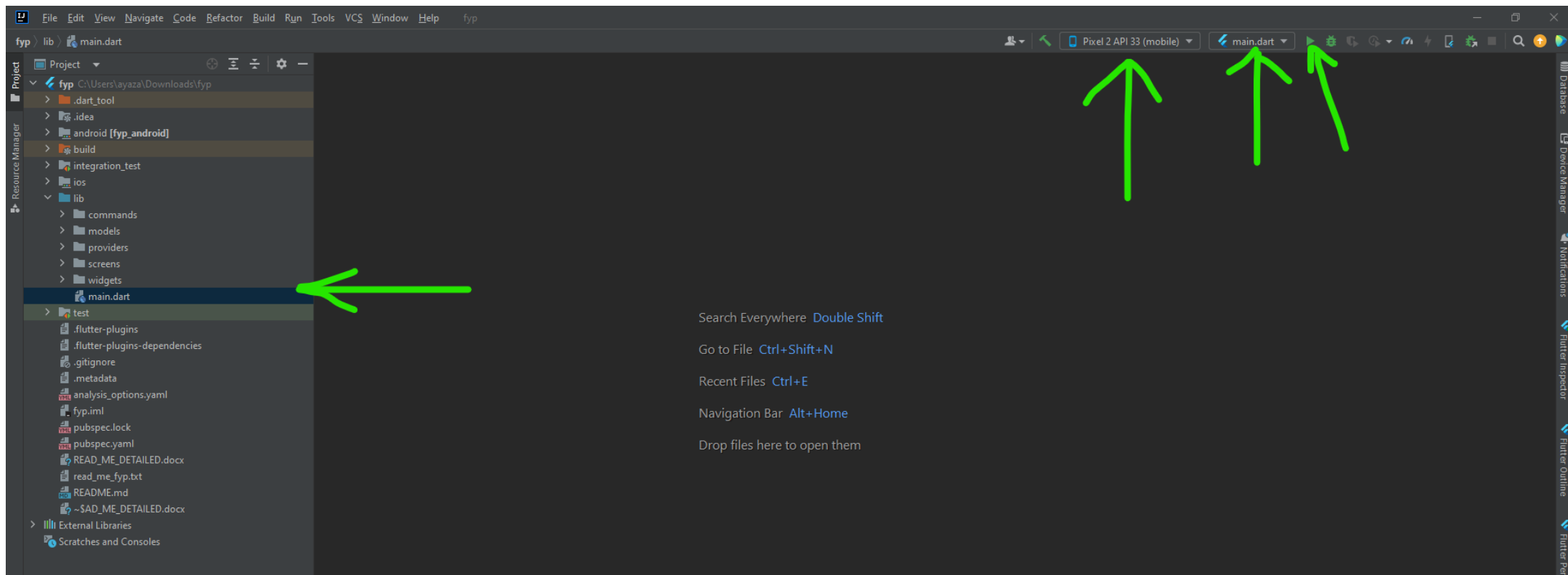


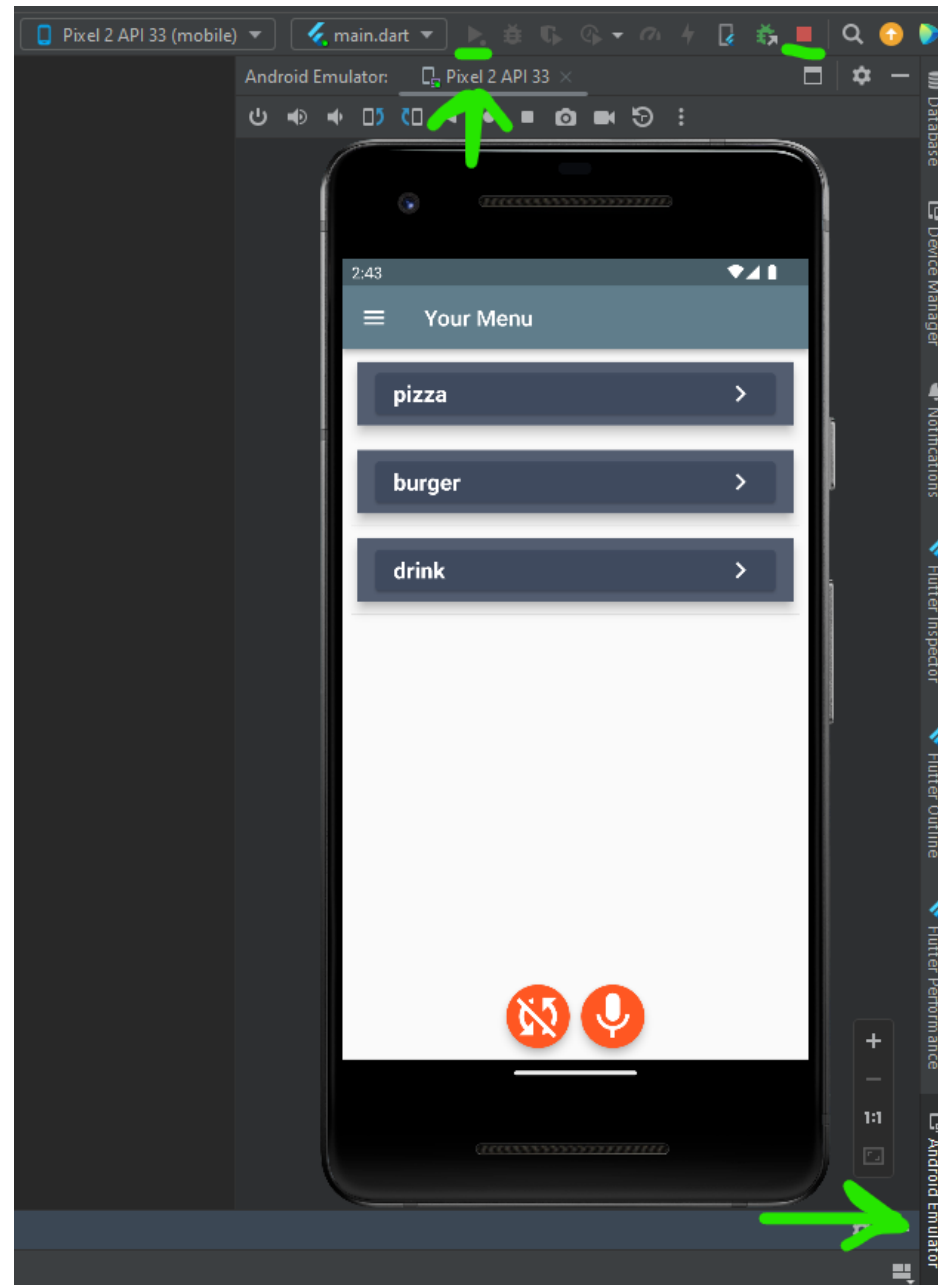
3. In the IDE, install Flutter and Dart Plugins (figures from intelliJ)



4. Run an emulator (PIXEL 2 WITH API 33 was used specifically) and then run the "main.dart" file into that emulator (android, iOS) to run the application, (examples from intelliJ)

Open Android Emulator: Pixel 2 API 33





*sometimes there may be issues with dependencies, so "flutter clean" command
maybe run from the terminal of the IDE to get the dependencies
(or, first remove build folder, run flutter clean, then, run pub get)

To run the Tests:

For IntelliJ, test configuration files have been already set to make it easy, if using other IDE then refer to this link for help :

<https://docs.flutter.dev/cookbook/testing/unit/introduction>

<https://docs.flutter.dev/cookbook/testing/widget/introduction>

<https://docs.flutter.dev/cookbook/testing/integration/introduction>

- Click on the test configuration file to run
- And press the run button to execute the test
- For integration testing, have an emulator already running, and allow permission when asked on the emulator screen
- Test results will be shown at the bottom of the screen
- (see screenshot below for testing)

