

1.How to setup up a editor for this project :-

You can build apps with Flutter using any text editor combined with our command-line tools. However, we recommend using one of our editor plugins for an even better experience. These plugins provide you with code completion, syntax highlighting, widget editing assists, run & debug support, and more.

Follow the steps below to add an editor plugin for Android Studio, IntelliJ, VS Code,.

I. Android Studio and IntelliJ

Install Android Studio

Android Studio offers a complete, integrated IDE experience for Flutter.

- [Android Studio](#), version 2020.3.1 (Arctic Fox) or later

Alternatively, you can also use IntelliJ:

- [IntelliJ IDEA Community](#), version 2021.2 or later
- [IntelliJ IDEA Ultimate](#), version 2021.2 or later

Install the Flutter and Dart plugins

The installation instructions vary by platform.

Mac

Use the following instructions for macos:

1. Start Android Studio.
2. Open plugin preferences (Preferences > Plugins as of v3.6.3.0 or later).
3. Select the Flutter plugin and click Install.
4. Click Yes when prompted to install the Dart plugin.
5. Click Restart when prompted.

Linux or Windows

Use the following instructions for Linux or Windows:

1. Open plugin preferences (File > Settings > Plugins).
2. Select Marketplace, select the Flutter plugin and click Install.

II. Visual Studio Code

Install VS Code

VS Code is a lightweight editor with complete Flutter app execution and debug support.

- VS Code, latest stable version

Install the Flutter and Dart plugins

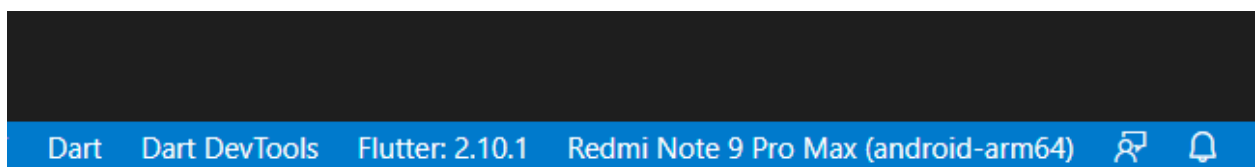
1. Start VS Code.
2. Invoke View > Command Palette....
3. Type “install”, and select Extensions: Install Extensions.
4. Type “flutter” in the extensions search field, select Flutter in the list, and click Install. This also installs the required Dart plugin.

Validate your setup with the Flutter Doctor

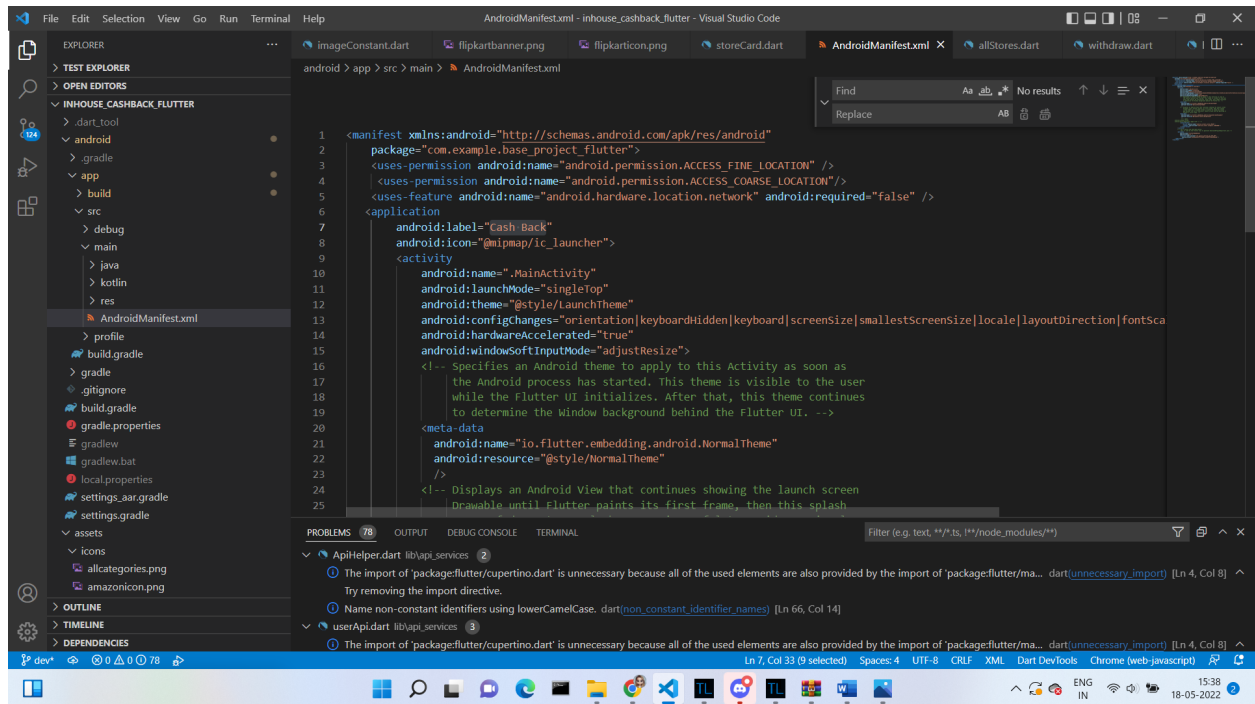
1. Invoke View > Command Palette....
2. Type “doctor”, and select the Flutter: Run Flutter Doctor.
3. Review the output in the OUTPUT pane for any issues. Make sure to select Flutter from the dropdown in the different Output Options.

2. How to run a project :-

1. Unzip the code and open source code in Vs Code editor.
2. Locate the VS Code status bar (the blue bar at the bottom of the window):

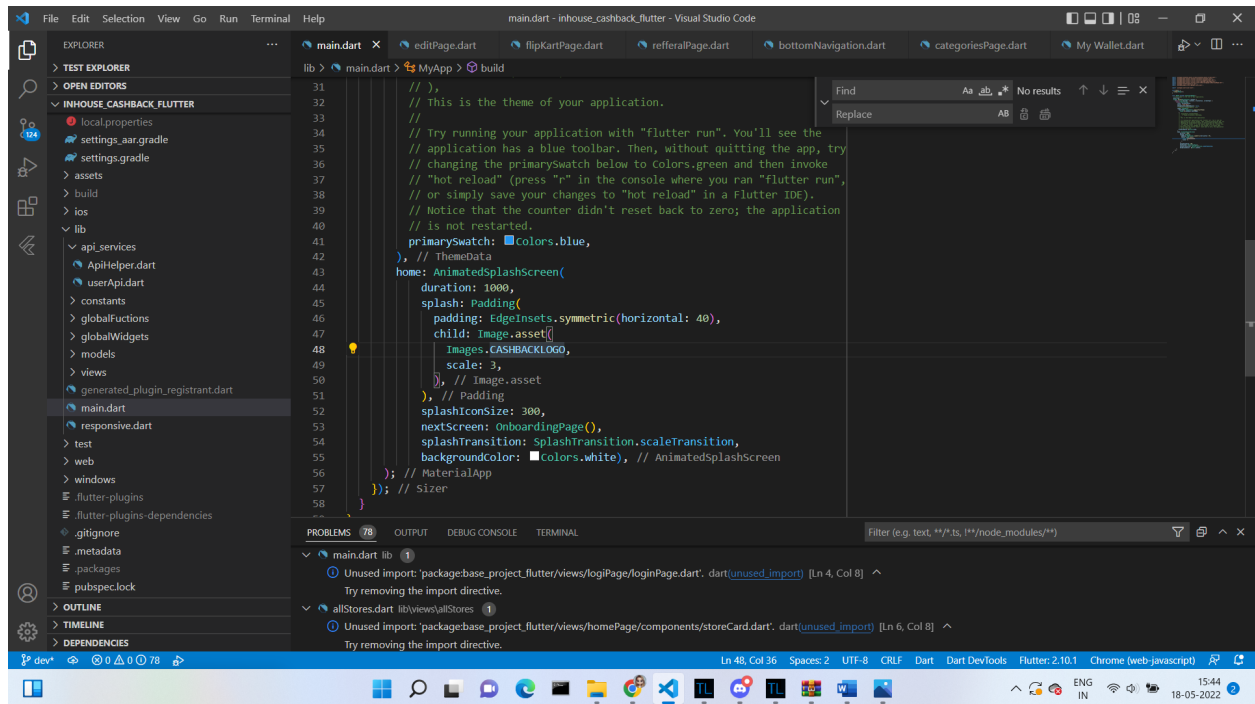


3. Select a device from the Device Selector area. For details, see Quickly switching between Flutter devices.
 - If no device is available, and you want to use a device simulator, click No Devices and click Start iOS Simulator to launch a simulator.
 - To setup a real device, follow the device-specific instructions on the Install page for your OS.
4. Invoke Run > Start Debugging or press **F5**.
5. Wait for the app to launch—progress is printed in the Debug Console view.



4. How to Change LOGO :-

1. Go to Project Folder → lib → main.dart .

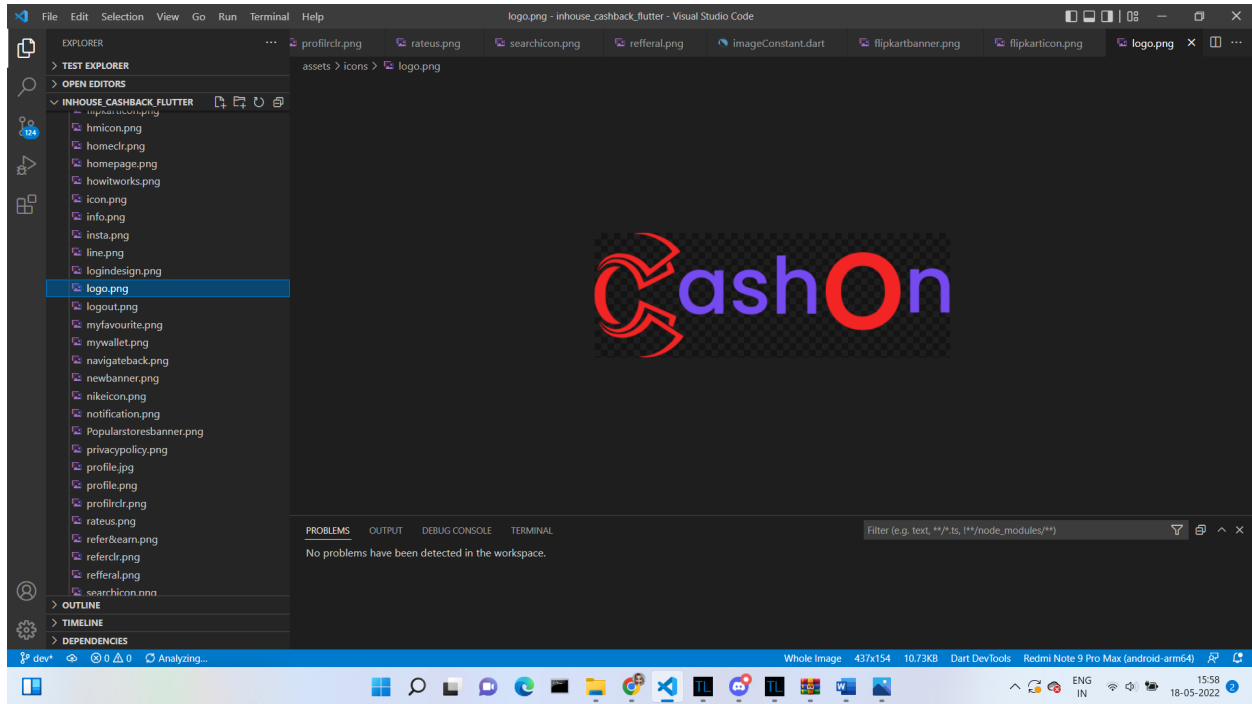


5. How to Add Icons :-

Icons

1. Go to Project Folder → Assets→ Icons.

Add the icons, as shown in the below figure,



2. Go to lib → Constants → Imageconstant.dart.

Save the icon as the show below,

