<u>Get started</u>

Samples & tutorials

Development

- ▶ <u>User interface</u>
- Data & backend
- ▶ Accessibility & internationalization
- ▶ Platform integration
- ▶ Packages & plugins
- ▶ Add Flutter to existing app
- ▶ Tools & techniques
- ▶ Migration notes

Testing & debugging

Performance & optimization

Deployment

Obfuscating Dart code

Creating flavors for Flutter

Build and release an Android app

Build and release an iOS app

Build and release a web app

Continuous deployment

Resources

<u>Reference</u>

Widget index

API reference ☑

Package site ☑

<u>~</u>

Build and release a web app

Contents

- Minification
- Building the app for release
- Embedding a Flutter app into an HTML page
- <u>Deploying to the web</u>

During a typical development cycle, you test an app using flutter run -d chrome (for example) at the command line. This build debug version of your app.

This page helps you prepare a release version of your app and covers the following topics:

- Minification
- Building the app for release
- Deploying to the web

Minification

Minification is handled for you when you create a release build.

A debug build of a web app is not minified and tree shaking has not been performed.

A profile build is not minified and tree shaking has been performed.

A release build is both minified and tree shaking has been performed.

Building the app for release

Build the app for deployment using the flutter build web command. This generates the app, including the assets, and places t files into the /build/web directory of the project.

The release build of a simple app has the following structure:

```
/build/web
assets
AssetManifest.json
FontManifest.json
LICENSE
fonts
MaterialIcons-Regular.ttf
<oher font files>
<image files>
index.html
main.dart.js
main.dart.js.map
```

Launch a web server (for example, python -m SimpleHTTPServer 8000, or by using the dhttpd package), and open the /build/we directory. Navigate to localhost:8000 in your browser (given the python SimpleHTTPServer example) to view the release version your app.

Embedding a Flutter app into an HTML page

You can embed a Flutter web app, as you would embed other content, in an <u>iframe</u> tag of an HTML file. In the following example, replace "URL" with the location of your HTML page:

<iframe src="URL"></iframe>

Deploying to the web

When you are ready to deploy your app, upload the release bundle to Firebase, the cloud, or a similar service. Here are a few possibilities, but there are many others:

- Firebase Hosting
- GitHub Pages
- Google Cloud Hosting

In future, we plan to generate PWA configuration files to support Progressive Web Apps.



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- User interface
- Data & backend
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- ▶ Tools & techniques
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~

Performance & optimization

<u>Deployment</u>

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Build and release an Android app

Build and release an iOS app

Build and release a web app

Continuous deployment

Resources Reference

_

Widget index

<u>API reference</u> ☑

Package site