

SEE U

Software Revision and Control



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Git Procedures

```
MINGW64:/d/FlutterProjects/see_u
Administrator@DESKTOP-SAR9CJ8 MINGW64 /d/FlutterProjects/see_u
$ git init
Initialized empty Git repository in D:/FlutterProjects/see_u/.git/

Administrator@DESKTOP-SAR9CJ8 MINGW64 /d/FlutterProjects/see_u (master)
$ git status
On branch master

No commits yet

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        .gitignore
        .metadata
        README.md
        android/
        ios/
        lib/
        pubspec.lock
        pubspec.yaml
        test/

nothing added to commit but untracked files present (use "git add" to track)
```

```
Administrator@DESKTOP-SAR9CJ8 MINGW64 /d/FlutterProjects/see_u (master)
$ git add README.md
```

```
Administrator@DESKTOP-SAR9CJ8 MINGW64 /d/FlutterProjects/see_u (master)
$ git status
On branch master

No commits yet

Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
        new file:   README.md

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        .gitignore
        .metadata
        android/
        ios/
        lib/
        pubspec.lock
        pubspec.yaml
        test/
```

```
Administrator@DESKTOP-SAR9CJ8 MINGW64 /d/FlutterProjects/see_u (master)
$ git add .
warning: LF will be replaced by CRLF in pubspec.lock.
The file will have its original line endings in your working directory

Administrator@DESKTOP-SAR9CJ8 MINGW64 /d/FlutterProjects/see_u (master)
$ git status
On branch master

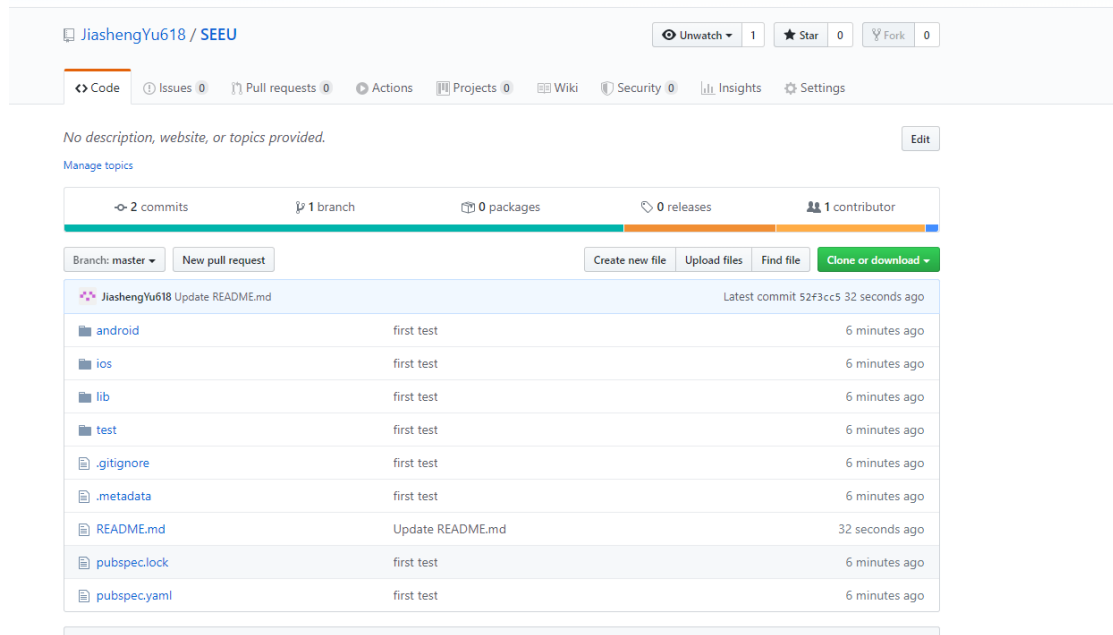
No commits yet

Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
    new file:   .gitignore
    new file:   .metadata
    new file:   README.md
    new file:   android/.gitignore
    new file:   android/app/build.gradle
    new file:   android/app/src/debug/AndroidManifest.xml
    new file:   android/app/src/main/AndroidManifest.xml
    new file:   android/app/src/main/kotlin/com/example/see_u/MainActivity
```

```
Administrator@DESKTOP-SAR9CJ8 MINGW64 /d/FlutterProjects/see_u (master)
$ git commit -m 'first test'
[master (root-commit) baa7fd3] first test
 58 files changed, 1542 insertions(+)
 create mode 100644 .gitignore
 create mode 100644 .metadata
 create mode 100644 README.md
 create mode 100644 android/.gitignore
 create mode 100644 android/app/build.gradle
 create mode 100644 android/app/src/debug/AndroidManifest.xml
 create mode 100644 android/app/src/main/AndroidManifest.xml
 create mode 100644 android/app/src/main/kotlin/com/example/see_u/MainActivity.kt
 create mode 100644 android/app/src/main/res/drawable/launch_background.xml
 create mode 100644 android/app/src/main/res/mipmap-hdpi/ic_launcher.png
 create mode 100644 android/app/src/main/res/mipmap-mdpi/ic_launcher.png
 create mode 100644 android/app/src/main/res/mipmap-xhdpi/ic_launcher.png
 create mode 100644 android/app/src/main/res/mipmap-xxhdpi/ic_launcher.png
 create mode 100644 android/app/src/main/res/mipmap-xxxhdpi/ic_launcher.png
```

```
Administrator@DESKTOP-SAR9CJ8 MINGW64 /d/FlutterProjects/see_u (master)
$ git remote add origin https://github.com/JiashengYu618/SEEU.git
```

```
Administrator@DESKTOP-SAR9CJ8 MINGW64 /d/FlutterProjects/see_u (master)
$ git push -u origin master
fatal: HttpRequestException encountered.
#####
Enumerating objects: 85, done.
Counting objects: 100% (85/85), done.
Delta compression using up to 8 threads
Compressing objects: 100% (66/66), done.
Writing objects: 100% (85/85), 51.54 KiB | 1.10 MiB/s, done.
Total 85 (delta 2), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (2/2), done.
To https://github.com/JiashengYu618/SEEU.git
 * [new branch]      master -> master
Branch 'master' set up to track remote branch 'master' from 'origin'.
```



Bugs and issues

By implementing the project, we need to install the environment of Flutter and use Android Studio or Visual Studio Code. However, there are lots of issues showing up.

Issue 1

```
FAILURE: Build failed with an exception.

* Where:
Build file 'D:\FlutterProjects\see_u\android\app\build.gradle' line: 26

* What went wrong:
A problem occurred evaluating project ':app'.
> Could not resolve all artifacts for configuration 'classpath'.
   > Could not find com.android.tools.build:gradle:3.5.0.
      Searched in the following locations:
        - https://repo.maven.apache.org/maven2/com/android/tools/build/gradle/3.5.0/gradle-3.5.0.pom
        - https://repo.maven.apache.org/maven2/com/android/tools/build/gradle/3.5.0/gradle-3.5.0.jar
        - http://maven.aliyun.com/nexus/content/groups/public/com/android/tools/build/gradle/3.5.0/gradle-3.5.0.pom
        - http://maven.aliyun.com/nexus/content/groups/public/com/android/tools/build/gradle/3.5.0/gradle-3.5.0.jar
```

Solution

1. Add Ali Cloud Mirror under flutter.gradle

```
maven{ url 'https://maven.aliyun.com/repository/google' }  
maven{ url 'https://maven.aliyun.com/repository/jcenter' }  
maven{url 'http://maven.aliyun.com/nexus/content/groups/public'}
```

```
buildscript {  
    repositories {  
        // google()  
        //mavenCentral()  
        // jcenter()  
    }  
    maven{ url 'https://maven.aliyun.com/repository/google' }  
    maven{ url 'https://maven.aliyun.com/repository/jcenter' }  
    maven{url 'http://maven.aliyun.com/nexus/content/groups/public'}  
    dependencies {  
        classpath 'com.android.tools.build:gradle:3.5.0'  
    }  
}
```

This method cannot solve the problem.

2. Use VPN

It still cannot solve the problem.

Issue 2

After we use the methods above, **it even shows more issues.**

```
* What went wrong:
Execution failed for task ':app:compileDebugKotlin'.
> Could not resolve all artifacts for configuration ':app:debugCompileClasspath'.
   > Could not download x86_debug.jar (io.flutter:x86_debug:1.0.0-af51afceb8886cc11e25047523c4e0c7e1f5d408)
      > Could not get resource 'http://download.flutter.io/io/flutter/x86_debug/1.0.0-af51afceb8886cc11e25047523c4e0c7e1f5d408/x86_debug-1.0.0-af51afceb8886cc11e25047523c4e0c7e1f5d408.jar'.
         > Could not GET 'http://117.128.6.36/cache/download.flutter.io/io/flutter/x86_debug/1.0.0-af51afceb8886cc11e25047523c4e0c7e1f5d408/x86_debug-1.0.0-af51afceb8886cc11e25047523c4e0c7e1f5d408.jar?ich_args2=469-30162603056542_4a4fd95214f9e97d2a125477ffc75a18_10001002_9c896c24d5c0f4d09e32518939a83798_8d1af01e118d680a7de369bbc67b99cf'.
            > Connect to 117.128.6.36:80 [/117.128.6.36] failed: Connection timed out: connect
         > Could not download x86_64_debug.jar (io.flutter:x86_64_debug:1.0.0-af51afceb8886cc11e25047523c4e0c7e1f5d408)
```

Solution

I remove the notation of `mavenCentral()`

```
buildscript {
    repositories {
        // google()
        mavenCentral()
        // jcenter()
    }

    maven{ url 'https://maven.aliyun.com/repository/google' }
    maven{ url 'https://maven.aliyun.com/repository/jcenter' }
    maven{url 'http://maven.aliyun.com/nexus/content/groups/public'}
}
```

It doesn't work, either.

Issue 3

Then, it shows different issues again.....

```
FAILURE: Build failed with an exception.

* What went wrong:
Execution failed for task ':app:desugarDebugFileDependencies'.
> Could not resolve all files for configuration ':app:debugRuntimeClasspath'.
   > Could not download x86_debug.jar (io.flutter:x86_debug:1.0.0-af51afceb8886cc11e25047523c4e0c7e1f5d408)
      > Could not get resource 'http://download.flutter.io/io/flutter/x86_debug/1.0.0-af51afceb8886cc11e25047523c4e0c7e1f5d408/x86_debug-1.0.0-af51afceb8886cc11e25047523c4e0c7e1f5d408.jar'.
         > Could not GET 'http://117.128.6.36/cache/download.flutter.io/io/flutter/x86_debug/1.0.0-af51afceb8886cc11e25047523c4e0c7e1f5d408/x86_debug-1.0.0-af51afceb8886cc11e25047523c4e0c7e1f5d408.jar?ich_args2=469-30164418008495_4a4fd95214f9e92d2a125477ffc75a18_10001002_9c896c24d5c0f7d3913f518939a83798_8d1af01e118d680a7de369bbc67b99cf'.
```

```
BUILD FAILED in 1m 46s
Gradle task assembleDebug failed with exit code 1
```

Still... it cannot solve the issue

Conclusion

Each member of our group cannot implement the program under the environment of Flutter. Thus, we will change the IDE and programming language to redevelop the project. Finally, we end up with switching to Vue.js as our front end and Django as our back end.