





Film app

Enter movie

	Harry Potter 1999
	Harry Potter 2000
	Harry Potter 2003

Detail



Harry potter - The
sorcerors stone

1999

Bla bla bla

Actors...
Christopher columbus.

Topic for today

Revision

- Project setup + Basic UI
- Multiple page - navigation - passing data to the second page
- ListView and List Tile

New Things

- API Call / using http package
- Expanded Widget

App submission and packaging into apk / app costing

Step to add API Call in Flutter

- 1) Add the http package
- 2) Create the models folder -> model class
 - a) class
 - b) property
 - c) constructor
 - d) Json to class transformer
 - e) If it's an array, Array to List transformer
- 3) Create the API call function (Future) in the UI page

If you receive an Array in your API, need to add this

```
static List<MovieSearch> moviesFromJson(dynamic json ){
    var searchResult = json["Search"];
    List<MovieSearch> results = new List.empty(growable: true);

    if (searchResult != null){

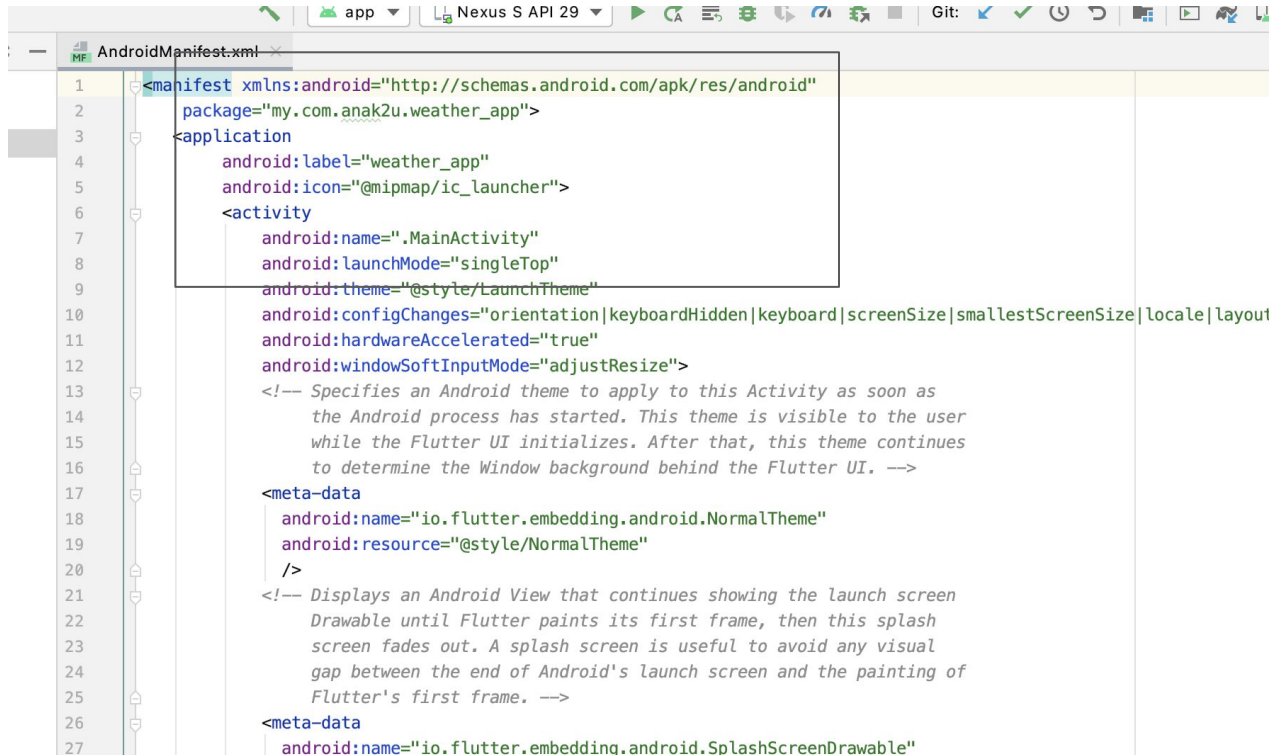
        searchResult.forEach((v)=>{
            results.add(MovieSearch.fromJson(v))
        });
        return results;
    }
    return results;
}
```

APp submission requirement

- Google Play Account - 25USD per lifetime
- APple Store Account - 99USD per year

App logo - 1024 x 1024

Android Manifest - configuration of application



```
1 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
2 package="my.com.anak2u.weather_app">
3 <application
4     android:label="weather_app"
5     android:icon="@mipmap/ic_launcher">
6     <activity
7         android:name=".MainActivity"
8         android:launchMode="singleTop"
9         android:theme="@style/LaunchTheme"
10        android:configChanges="orientation|keyboardHidden|keyboard|screenSize|smallestScreenSize|locale|layout
11        android:hardwareAccelerated="true"
12        android:windowSoftInputMode="adjustResize">
13        <!-- Specifies an Android theme to apply to this Activity as soon as
14             the Android process has started. This theme is visible to the user
15             while the Flutter UI initializes. After that, this theme continues
16             to determine the Window background behind the Flutter UI. -->
17        <meta-data
18            android:name="io.flutter.embedding.android.NormalTheme"
19            android:resource="@style/NormalTheme"
20        />
21        <!-- Displays an Android View that continues showing the launch screen
22             Drawable until Flutter paints its first frame, then this splash
23             screen fades out. A splash screen is useful to avoid any visual
24             gap between the end of Android's launch screen and the painting of
25             Flutter's first frame. -->
26        <meta-data
27            android:name="io.flutter.embedding.android.SplashScreenDrawable"
```

Add permission inside your application

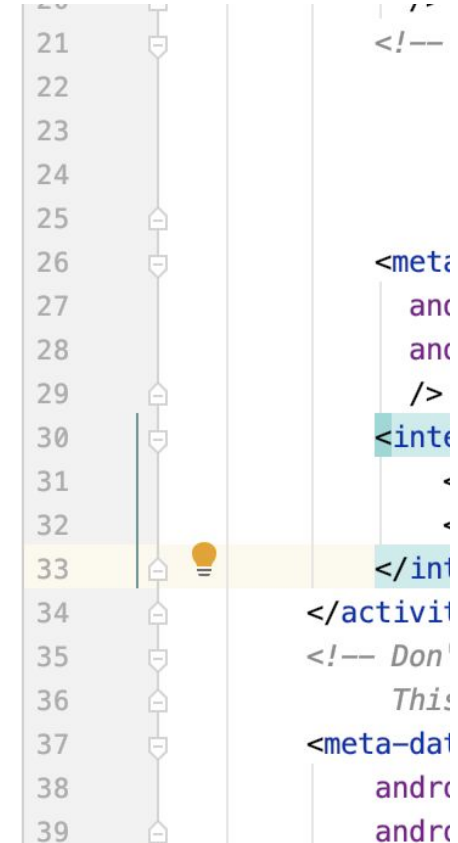
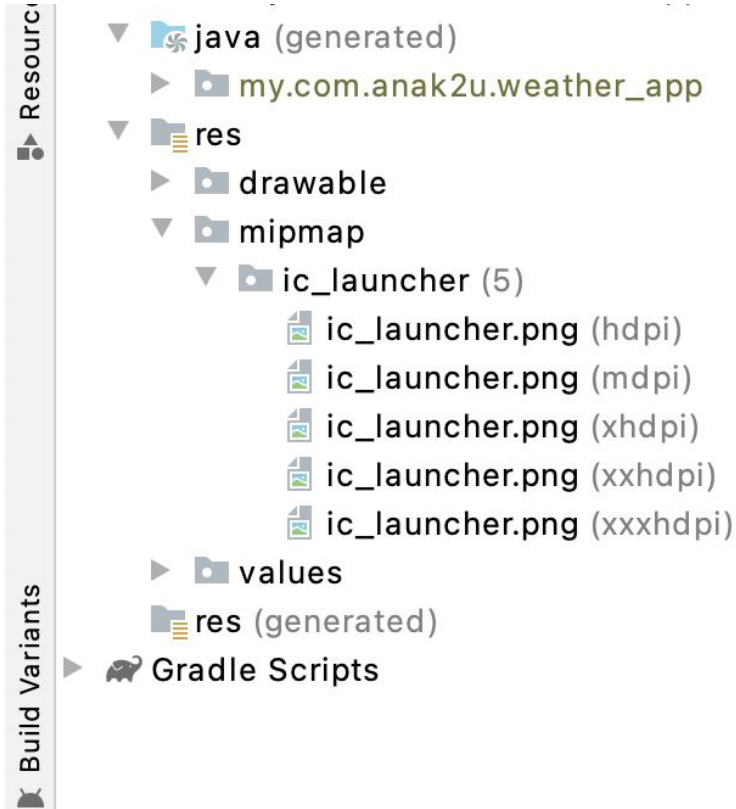
```
35      <!-- Don't delete the meta-data below.
36           This is used by the Flutter tool to generate GeneratedPluginRegistrant.java
37     <meta-data
38         android:name="flutterEmbedding"
39         android:value="2" />
40
41     </application>
42     <uses-permission android:name="android.permission.INTERNET"/>
43 </manifest>
44
```

manifest

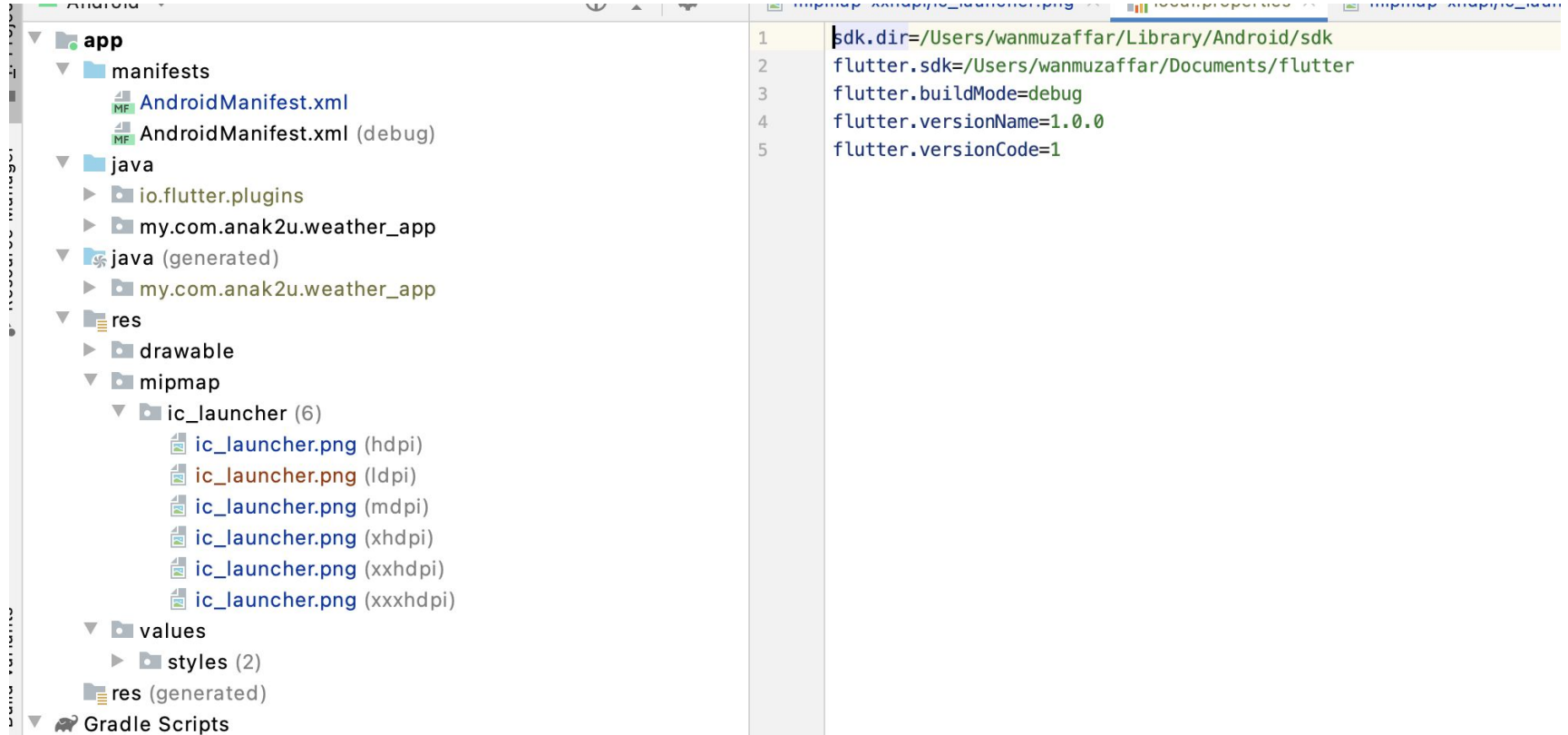
Text Merged Manifest

i Plugin Update R
Android Gradle P

Mipmap folder



local.properties



The image shows a screenshot of an IDE interface. On the left, the file explorer displays the project structure for an Android application. The 'app' directory is expanded, showing subdirectories like 'manifests', 'java', 'java (generated)', 'res', and 'Gradle Scripts'. The 'res' directory is further expanded to show 'drawable', 'mipmap', and 'values'. The 'mipmap' directory is expanded to show a subdirectory 'ic_launcher' containing six different resolution versions of 'ic_launcher.png' (hdpi, ldpi, mdpi, xhdpi, xxhdpi, xxxhdpi).

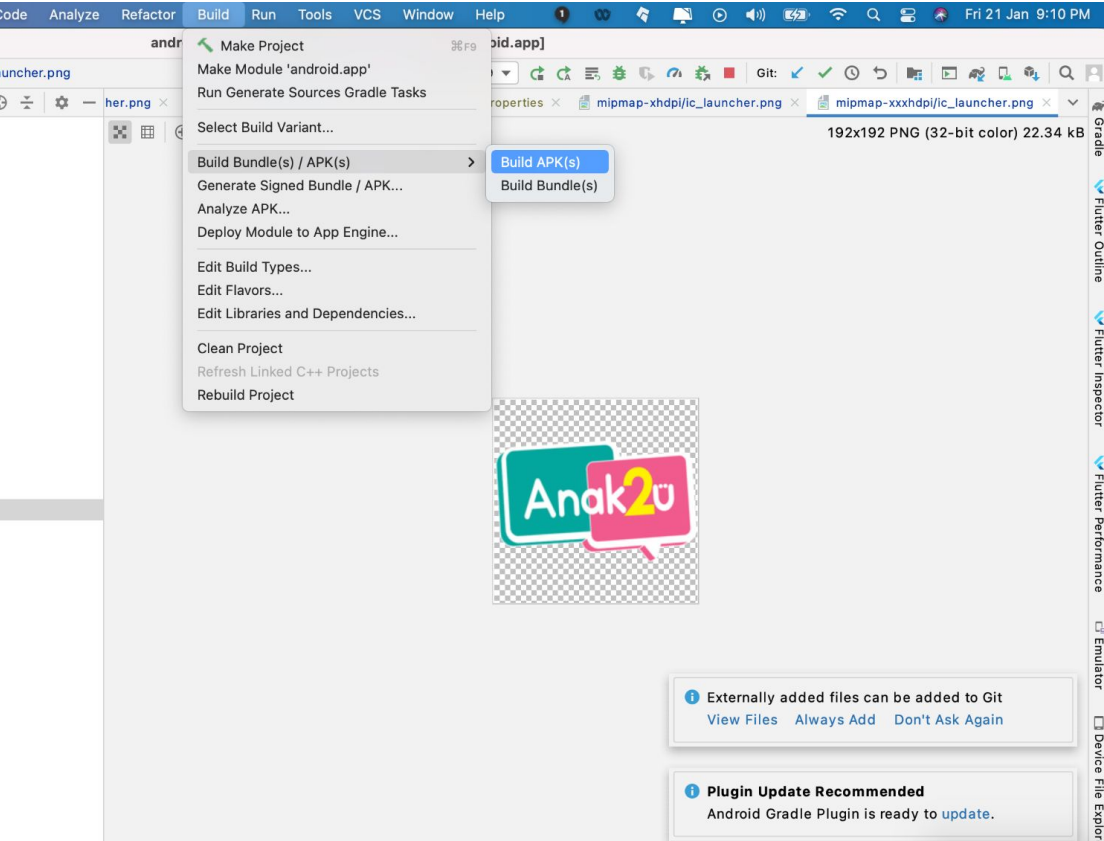
On the right, the 'local.properties' file is open and contains the following text:

```
1 sdk.dir=/Users/wanmuzaffar/Library/Android/sdk
2 flutter.sdk=/Users/wanmuzaffar/Documents/flutter
3 flutter.buildMode=debug
4 flutter.versionName=1.0.0
5 flutter.versionCode=1
```

Version Name = Human readable format 1.0.0, 1.0.1, 1.1.0 , 2.0.0 -> For user and customer to know about your application update

Version Code = Increasing Integer - 100,101,110,200 -> For Google to know about the version of application.

How to produce a debug .apk (Application package)



To produce an apk that you can share to your friends, colleagues , family to download it directly.

Upon installing, there will be a warning , : this apk is not source recognized

- app
 - manifests
 - AndroidManifest.xml
 - AndroidManifest.xml (debug)
 - java
 - io.flutter.plugins
 - my.com.anak2u.weather_app
 - java (generated)
 - my.com.anak2u.weather_app
 - res
 - drawable
 - mipmap
 - ic_launcher (6)
 - ic_launcher.png (hdpi)
 - ic_launcher.png (ldpi)
 - ic_launcher.png (mdpi)
 - ic_launcher.png (xhdpi)
 - ic_launcher.png (xxhdpi)
 - ic_launcher.png (xxxhdpi)
 - values
 - styles (2)
 - res (generated)
- Gradle Scripts
 - build.gradle (Project: android)
 - build.gradle (Module: android.app)
 - gradle-wrapper.properties (Gradle Version)
 - gradle.properties (Project Properties)
 - settings.gradle (Project Settings)
 - local.properties (SDK Location)

- Select Build Variant...
- Build Bundle(s) / APK(s) >
- Generate Signed Bundle / APK...**
- Analyze APK...
- Deploy Module to App Engine...

- Edit Build Types...
- Edit Flavors...
- Edit Libraries and Dependencies...

- Clean Project
- Refresh Linked C++ Projects
- Rebuild Project



192x192 PNG (32-bit color) 22.34 kB

Build APK(s)
APK(s) generated successfully for 1 module:
Module 'android.app': [locate](#) or [analyze](#) the APK.

Externally added files can be added to Git
[View Files](#) [Always Add](#) [Don't Ask Again](#)

Before creating a a build, you need to sign your application

We create a key, so that only people who has the key can create the build/apk to be uploaded to google play.

If you lose the key, then you cannot build the app anymore.. Then you lost your app

Go to google play account : <https://play.google.com/apps/publish>