

# flutter-bootcamp-with-dar

## 10: Quizzler -Modularising & Organising Flutter Code

You can find the completed project under the course resources:

<https://github.com/londonappbrewery/Flutter-Course-Resources/>

If you've got some niggling bugs or there is something wrong with your code that you can't figure out, compare your code against the finished version of the app.

To open the project inside Android Studio, simply clone the project from Github using VCS → Checkout from Version Control → Git. If you need a refresher on cloning repos, have a look at the first lesson from the MiCard module:

<https://www.udemy.com/course/flutter-bootcamp-with-dart/learn/lecture/14482104>

## 9: Xylophone - Using Flutter and Dart Packages to Speed Up...

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## 8: Boss Level Challenge 1 - Magic 8 Ball

Step 1 - Set Up The Project Go to <https://github.com/londonappbrewery/magic-8-ball-flutter> and clone the starting project to your local computer. Open it using Android Studio and take a look around the project.

There is an images folder with all the ball images you will need.

There are a total of 5 images. t

## 7: Dicee - Building Apps with State

- <https://dartpad.dartlang.org>

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## 6: MiCard - How to Build Beautiful UIs with Flutter Widgets

- [Flutter Layouts Challenge](#)
- <https://github.com/londonappbrewery/Flutter-Course-Resources/>

## 5: I Am Poor - App Challenge

- <https://icons8.com/>
- <https://www.canva.com/>

## 4: Running Your App on a Physical Device

## 3: I Am Rich - How to Create Flutter Apps From Scratch

2가

flutter

[snippet.shell](#)

```
flutter create [project_name]
```

android studio      File → New → New Flutter Project

2가

1. <https://appicon.co>

2. [https://pub.dev/packages/flutter\\_launcher\\_icons](https://pub.dev/packages/flutter_launcher_icons)

## I am Rich

github: [https://github.com/jacegem/hello\\_world\\_flutter/tree/master/i\\_am\\_rich](https://github.com/jacegem/hello_world_flutter/tree/master/i_am_rich)

debug

[snippet.dart](#)

```
class MyApp extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return MaterialApp(  
      debugShowCheckedModeBanner: false,  
      home: MyHomePage(),  
    );  
  }  
}
```



: <http://pluspng.com/diamond-hd-png-6999.html>

assets

## pubspec.yaml

[snippet.dart](#)

```
flutter:  
  ....  
  assets:  
    - assets/images/
```

## MyHomePage



[snippet.dart](#)

```
import 'package:flutter/material.dart';

class MyHomePage extends StatefulWidget {
  @override
  _MyHomePageState createState() => _MyHomePageState();
}

class _MyHomePageState extends State<MyHomePage> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(title: Text('I am Rich')),
      body: Center(
        child: Image(
          image: AssetImage('assets/images/diamond.png'),
        ),
      ),
    );
  }
}
```



[https://pub.dev/packages/flutter\\_launcher\\_icons](https://pub.dev/packages/flutter_launcher_icons)

pubspec.yaml

[snippet.dart](#)

```
dependencies:
  ...
  flutter_launcher_icons: ^0.7.4

flutter_icons:
  image_path: "assets/images/diamond.png"
  android: true
  ios: true
```

[snippet.shell](#)

```
flutter pub get  
flutter pub run flutter_launcher_icons:main
```

- [Introduction to Cross-Platform Development with Flutter and Dart](#)
- [Syllabus The Complete flutter development bootcamp](#)

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### Plugin Backlinks:

From:  
<https://jace.link/> - **Various Ways**

Permanent link:  
<https://jace.link/open/flutter-bootcamp-with-dart>

Last update: **2020/06/02 09:25**

