# Documentation

**Name:**Active Ecommerce Delivery App<br>
**Author** : Active IT zone<br>
**Software Framework** : Flutter<br>
**Addon For:** Active eCommerce CMS<br>
**Provided by** : codecanyon

# Documentation

## 1. What are the prerequisites?

This Flutter app can be hosted into Google Play Store + Apple Appstore as your branded eCommerce CMS app. The app will communicate with your hosted eCommerce CMS web application through APIs. That means the prerequisite to publish the eCommerce Mobile application is to have the eCommerce CMS Web application in the latest version always.

Flutter version must be : Flutter 1.22.4 • channel stable
Dart version must be : Dart 2.10.4
Make sure your flutter and dart versions are correct. Follow the flutter documentation from https://flutter.dev/docs/get-started/install to install the given version of flutter in your pc/mac.

## 2. How to run Android Application in Android Studio?

- Install Android Studio from https://developer.android.com/studio
- Extract the scource_code.zip. You will find this inside the flutter.zip.
- Open the folder in your android studio.
- Even if you are building an app for ios, use android studio for the build.
- Then in your android studio terminal run:
  `flutter pub get` ** You need this to get all 3rd party packages from pub.dev

## 3. How to configure the App according to your setup?

1. App Config:

   This helps you connect your app to your server.

Open lib/app_config.dart

You can change the copyright_text, app_name, HTTPS,DOMAIN_PATH variable.

Do not change the other variables.

If your site does not have https or your are using a local machine as server (localhost) the make HTTPS = false;

Your DOMAIN_PATH is your site url without any protocol. (see screenshot below)

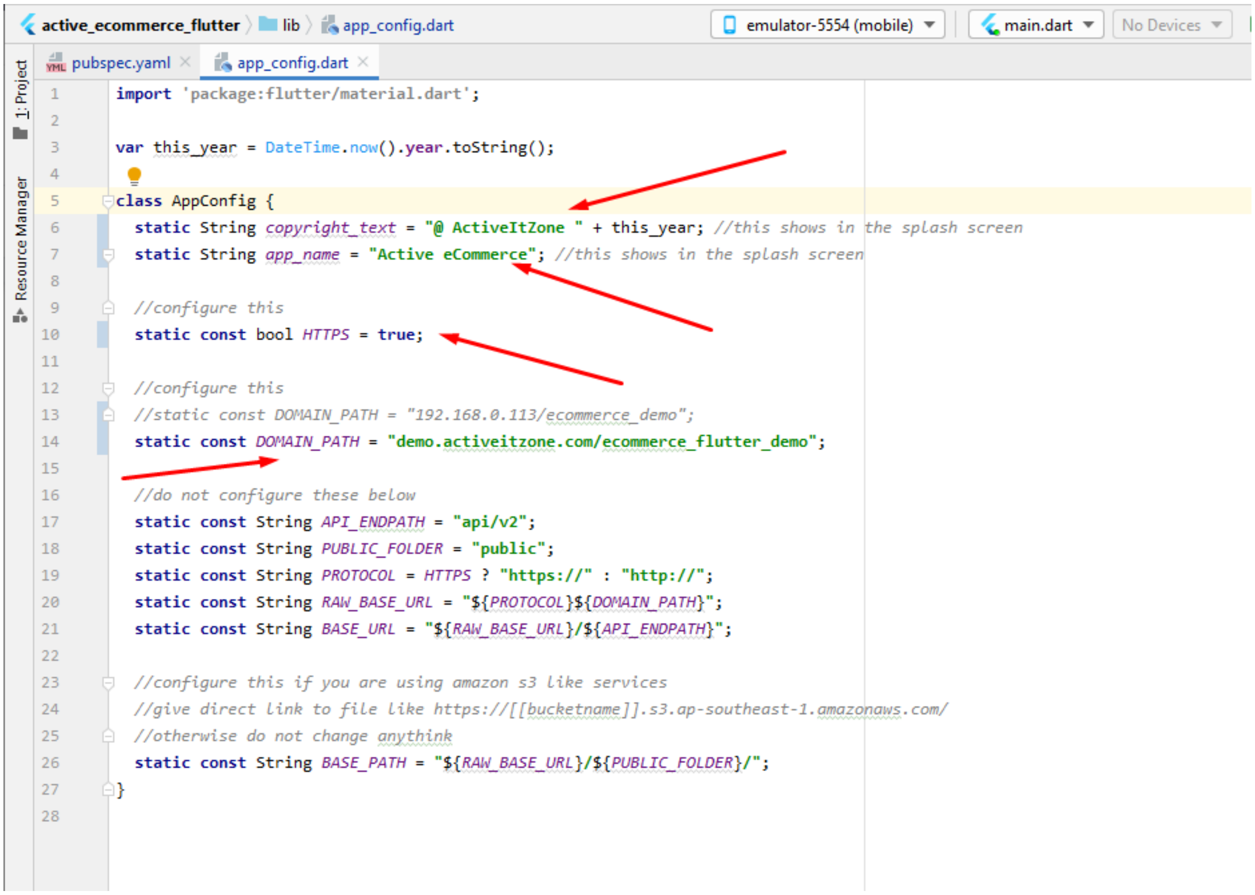
If you are using localhost , DOMAIN_PATH should be “your_ip_address/your_project”;

** “localhost/your_project” will not not work **

Normally you do not have to change the BASE_PATH. Keep it as given.

But if you are using s3 for image uploading your BASE_PATH should be :

BASE_PATH = "https://[[bucketname]].s3.[[regeion]].amazonaws.com/";



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

var this_year = DateTime.now().year.toString();

class AppConfig {
  static String copyright_text = "@ ActiveItZone " + this_year; //this shows in the splash screen
  static String app_name = "Active eCommerce"; //this shows in the splash screen

  //configure this
  static const bool HTTPS = true;

  //configure this
  //static const DOMAIN_PATH = "192.168.0.113/ecommerce_demo";
  static const DOMAIN_PATH = "demo.activeitzone.com/ecommerce_flutter_demo";

  //do not configure these below
  static const String API_ENDPATH = "api/v2";
  static const String PUBLIC_FOLDER = "public";
  static const String PROTOCOL = HTTPS ? "https://" : "http://";
  static const String RAW_BASE_URL = "${PROTOCOL}${DOMAIN_PATH}";
  static const String BASE_URL = "${RAW_BASE_URL}/${API_ENDPATH}";

  //configure this if you are using amazon s3 like services
  //give direct link to file like https://[[bucketname]].s3.ap-southeast-1.amazonaws.com/
  //otherwise do not change anythink
  static const String BASE_PATH = "${RAW_BASE_URL}/${PUBLIC_FOLDER}/";
}
```

2. Theme Config:

   This helps you change your app’s colors according to your theme/branding

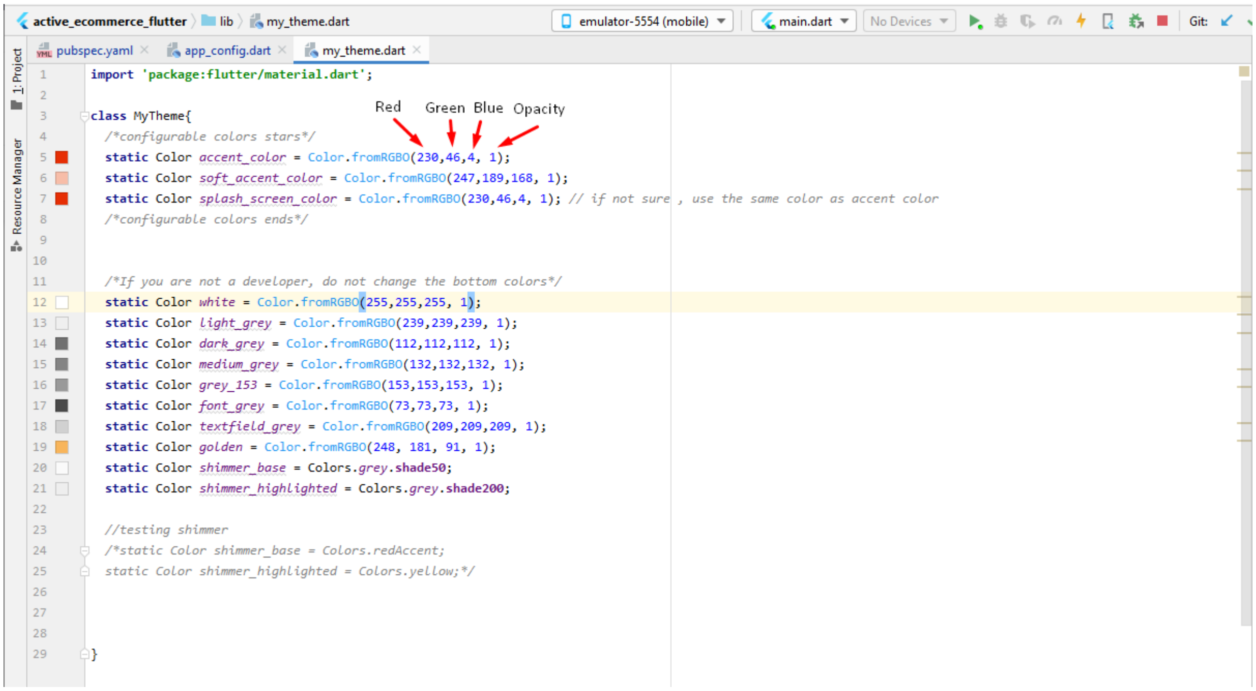
   Open lib/my_theme.dart

You can change the accent_color, soft_accent_color, splash_screen_color variable. Flutter by default does not support hex color. Do not change the other variables.

Use https://www.rapidtables.com/convert/color/hex-to-rgb.html To get the RGB value if you do not already know your theme’s RGB color.

You should keep the Opacity value 1 (Opacity can be 0, 0.1, 0.2, …….. ,0.9 ,1)

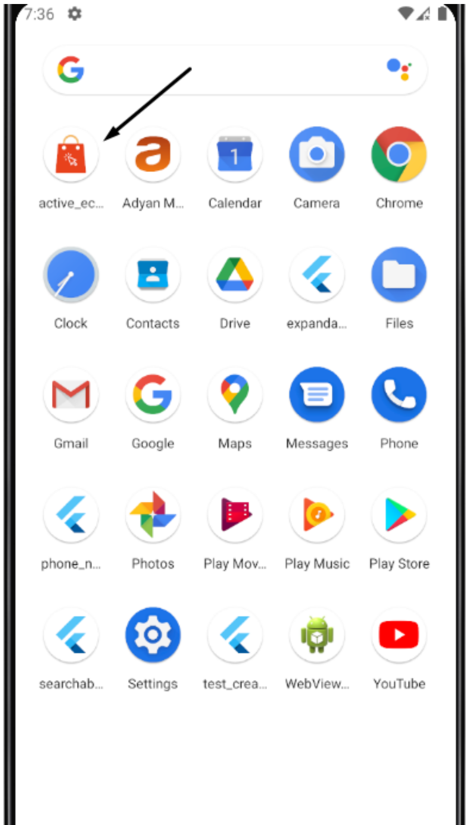
See the screenshot below.



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

class MyTheme{
  /*configurable colors stars*/
  static Color accent_color = Color.fromRGBO(230,46,4, 1);
  static Color soft_accent_color = Color.fromRGBO(247,189,168, 1);
  static Color splash_screen_color = Color.fromRGBO(230,46,4, 1); // if not sure , use the same color as accent color
  /*configurable colors ends*/


  /*If you are not a developer, do not change the bottom colors*/
  static Color white = Color.fromRGBO(255,255,255, 1);
  static Color light_grey = Color.fromRGBO(239,239,239, 1);
  static Color dark_grey = Color.fromRGBO(112,112,112, 1);
  static Color medium_grey = Color.fromRGBO(132,132,132, 1);
  static Color grey_153 = Color.fromRGBO(153,153,153, 1);
  static Color font_grey = Color.fromRGBO(73,73,73, 1);
  static Color textfield_grey = Color.fromRGBO(209,209,209, 1);
  static Color golden = Color.fromRGBO(248, 181, 91, 1);
  static Color shimmer_base = Colors.grey.shade50;
  static Color shimmer_highlighted = Colors.grey.shade200;

  //testing shimmer
  /*static Color shimmer_base = Colors.redAccent;
  static Color shimmer_highlighted = Colors.yellow;*/




}
```

3. Configure the launcher icon:
   This helps you change your app’s launcher icon.
   Change the app_logo.png in assets folder with your own logo.Your file name should also be app_logo.png and it should be a 512x512 png image and the image format should be the same.

   After replacing the file , **uninstall** your app from your emulator.Otherwise the logo will not be changed.



Then in your android studio terminal run:

```
flutter pub get
```

Then run :

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

Then run your app (shift +10). The app will be installed again with your given launcher icon.

**The logo used in various screens inside the app is **delivery_app_long.png** you can change it with your own logo or keep as it is.Remember the file name, dimension and image format should be the same

## 4. How to change the package name ?

This is very important. Your app cannot have the same package name as other app. If it does, the playstore will not accept it as an unique application. So rename your app according to your business/brand name.Try to write an unique package name.
Naming convention : https://docs.oracle.com/javase/tutorial/java/package/namingpkgs.html

For example
Let's say your package is : com.onatcipli.networkUpp
And your app name is "Network Upp"
Then ,
Run this command inside your flutter project root.
Run the command in android studio terminal :

```
flutter pub run rename --bundleId com.onatcipli.networkUpp
flutter  pub run rename --appname "Network Upp"
```

Try uninstalling the app from the emulator , then run the commands and then restart the app.
If it does not work, first uninstall, then restart the app then run the commands.

**In case the above do not work:

**In Android**

for **package name** just change in build build.gradle only (anddroid/app/build.gradle)

```
defaultConfig {
   applicationId "bundleId com.onatcipli.networkUpp"
  ………….
}
```

**For iOS**

Change the bundle identifier from your Info.plist file inside your ios/Runner directory.

```
<key>CFBundleIdentifier</key>
<string>bundleId com.onatcipli.networkUpp</string>
```

If you face issues consult a flutter developer.

### 4. How to Build the app for testing (build an apk) ?

https://flutter.dev/docs/deployment/android see the doc for reference

In terminal run : `flutter build apk`

It will build an apk and show the folder. You can then install it in your phone to test, or share to multiple users for testing .

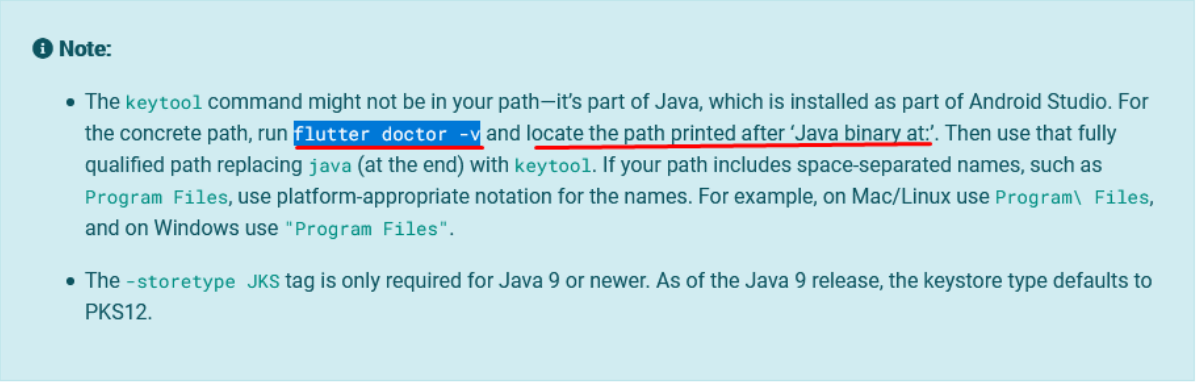
### 5. How to generate play store uploadable files for release?

https://flutter.dev/docs/deployment/android see the doc for reference

Signing the app:

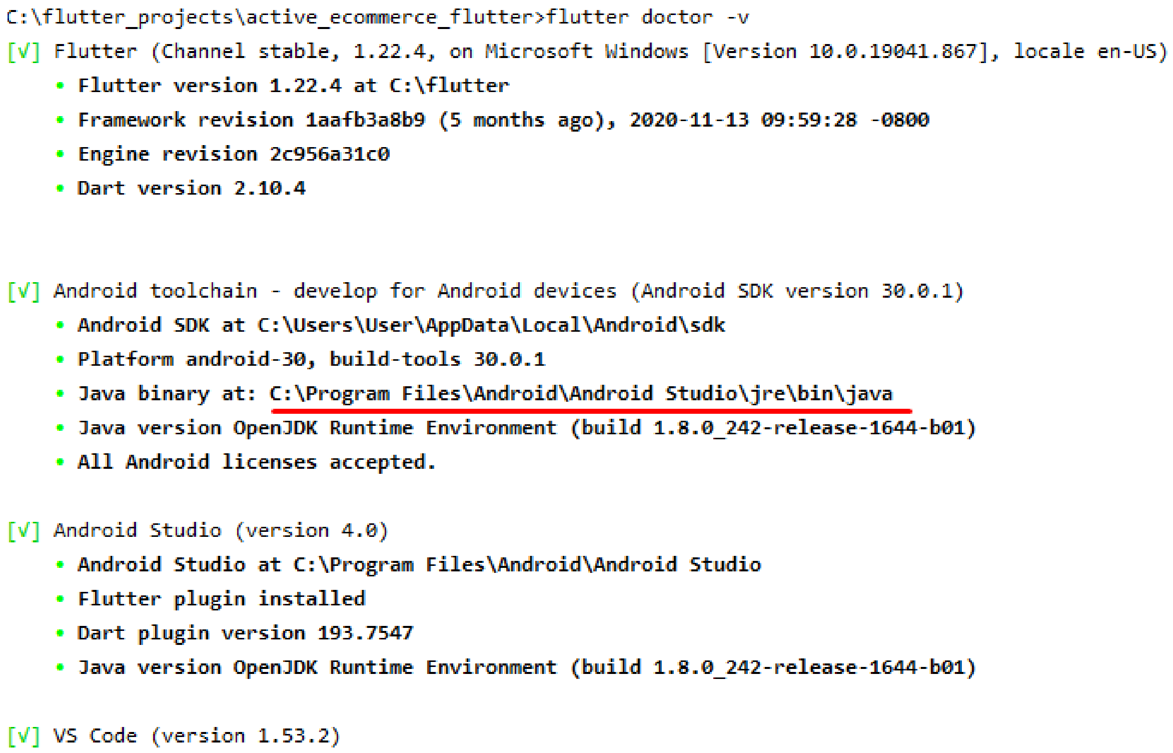
To publish on the Play Store, you need to give your app a digital signature. Use the following instructions to sign your app.

Go through the screenshots below carefully to understand how to generate key and and use it for the released signed app:



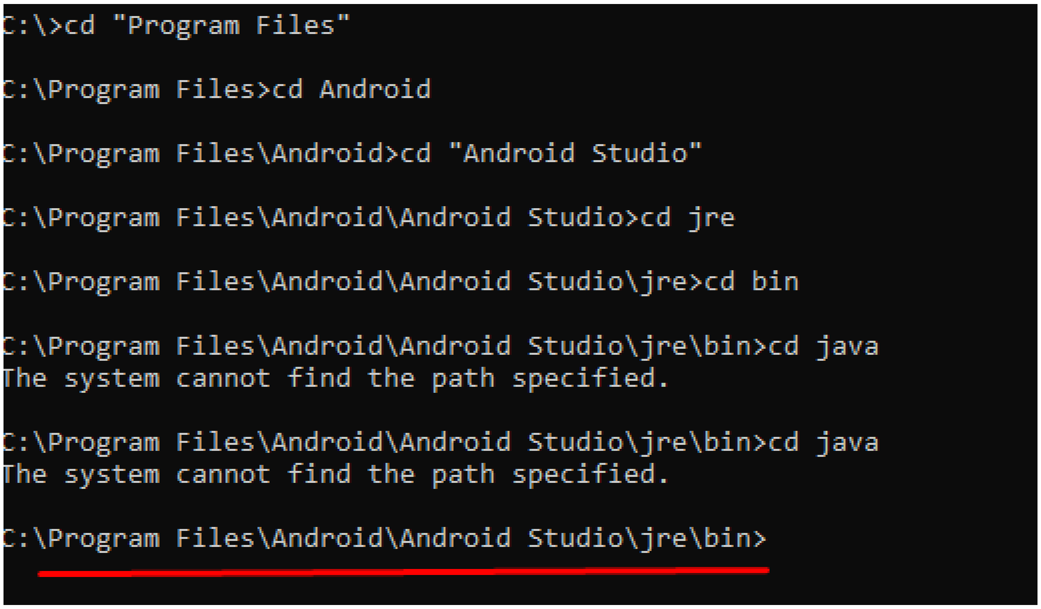
**Note:**

- The `keytool` command might not be in your path—it's part of Java, which is installed as part of Android Studio. For the concrete path, run `flutter doctor -v` and locate the path printed after 'Java binary at:'. Then use that fully qualified path replacing `java` (at the end) with `keytool`. If your path includes space-separated names, such as `Program Files`, use platform-appropriate notation for the names. For example, on Mac/Linux use `Program\ Files`, and on Windows use `"Program Files"`.
- The `-storetype JKS` tag is only required for Java 9 or newer. As of the Java 9 release, the keystore type defaults to PKS12.



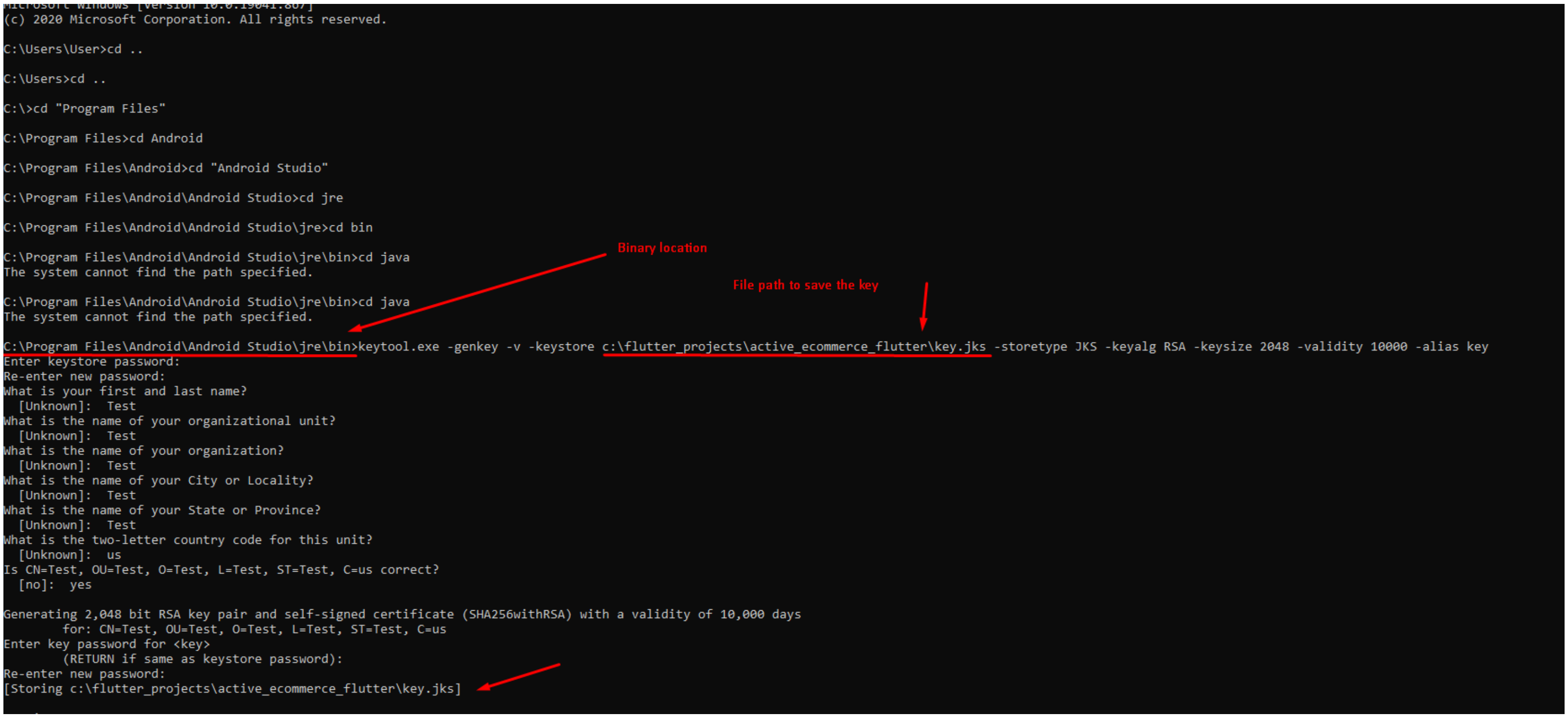
```
C:\flutter_projects\active_ecommerce_flutter>flutter doctor -v
[√] Flutter (Channel stable, 1.22.4, on Microsoft Windows [Version 10.0.19041.867], locale en-US)
    • Flutter version 1.22.4 at C:\flutter
    • Framework revision 1aafb3a8b9 (5 months ago), 2020-11-13 09:59:28 -0800
    • Engine revision 2c956a31c0
    • Dart version 2.10.4


[√] Android toolchain - develop for Android devices (Android SDK version 30.0.1)
    • Android SDK at C:\Users\User\AppData\Local\Android\sdk
    • Platform android-30, build-tools 30.0.1
    • Java binary at: C:\Program Files\Android\Android Studio\jre\bin\java
    • Java version OpenJDK Runtime Environment (build 1.8.0_242-release-1644-b01)
    • All Android licenses accepted.

[√] Android Studio (version 4.0)
    • Android Studio at C:\Program Files\Android\Android Studio
    • Flutter plugin installed
    • Dart plugin version 193.7547
    • Java version OpenJDK Runtime Environment (build 1.8.0_242-release-1644-b01)

[√] VS Code (version 1.53.2)
```

Find binary path



```
C:\>cd "Program Files"

C:\Program Files>cd Android

C:\Program Files\Android>cd "Android Studio"

C:\Program Files\Android\Android Studio>cd jre

C:\Program Files\Android\Android Studio\jre>cd bin

C:\Program Files\Android\Android Studio\jre\bin>cd java
The system cannot find the path specified.

C:\Program Files\Android\Android Studio\jre\bin>cd java
The system cannot find the path specified.

C:\Program Files\Android\Android Studio\jre\bin>
```

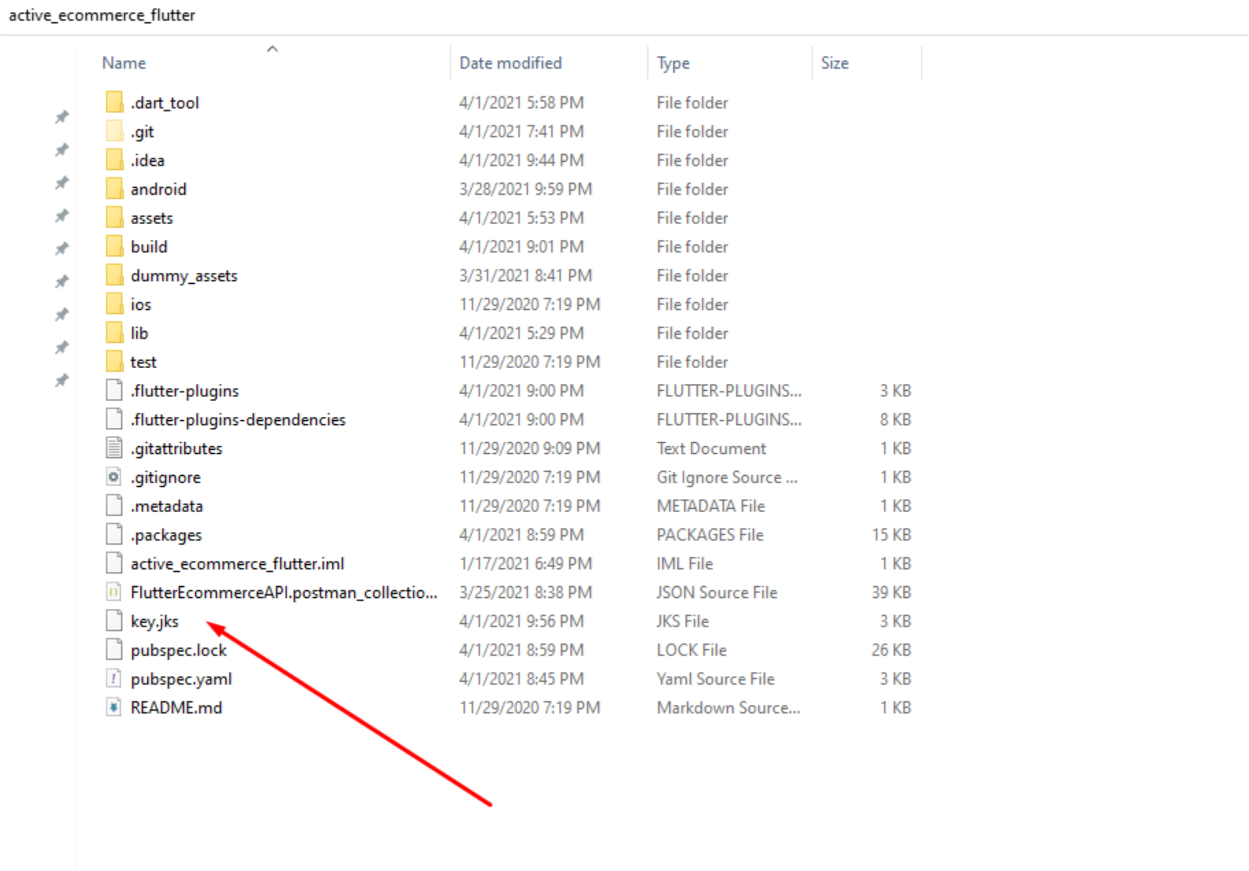
Then generate and store the key (image on next page)



Binary location

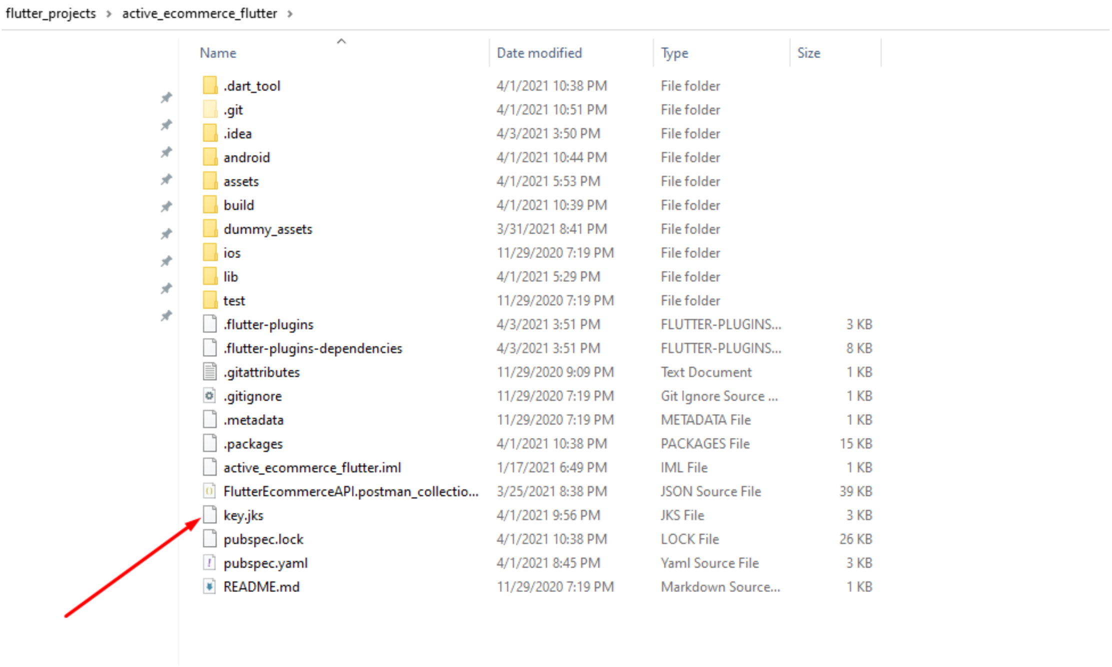
File path to save the key

```
Microsoft Windows [Version 10.0.19041.867]
(c) 2020 Microsoft Corporation. All rights reserved.

C:\Users\User>cd ..

C:\Users>cd ..

C:\>cd "Program Files"

C:\Program Files>cd Android

C:\Program Files\Android>cd "Android Studio"

C:\Program Files\Android\Android Studio>cd jre

C:\Program Files\Android\Android Studio\jre>cd bin

C:\Program Files\Android\Android Studio\jre\bin>cd java
The system cannot find the path specified.

C:\Program Files\Android\Android Studio\jre\bin>cd java
The system cannot find the path specified.

C:\Program Files\Android\Android Studio\jre\bin>keytool.exe -genkey -v -keystore c:\flutter_projects\active_ecommerce_flutter\key.jks -storetype JKS -keyalg RSA -keysize 2048 -validity 10000 -alias key
Enter keystore password:
Re-enter new password:
What is your first and last name?
  [Unknown]:  Test
What is the name of your organizational unit?
  [Unknown]:  Test
What is the name of your organization?
  [Unknown]:  Test
What is the name of your City or Locality?
  [Unknown]:  Test
What is the name of your State or Province?
  [Unknown]:  Test
What is the two-letter country code for this unit?
  [Unknown]:  us
Is CN=Test, OU=Test, O=Test, L=Test, ST=Test, C=us correct?
  [no]:  yes

Generating 2,048 bit RSA key pair and self-signed certificate (SHA256withRSA) with a validity of 10,000 days
        for: CN=Test, OU=Test, O=Test, L=Test, ST=Test, C=us
Enter key password for <key>
        (RETURN if same as keystore password):
Re-enter new password:
[Storing c:\flutter_projects\active_ecommerce_flutter\key.jks]
```



active_ecommerce_flutter

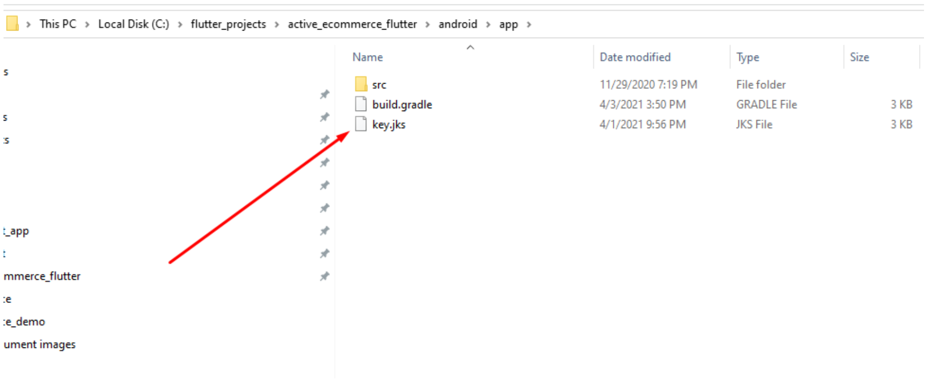
| Name | Date modified | Type | Size |
|---|---|---|---|
| .dart_tool | 4/1/2021 5:58 PM | File folder | |
| .git | 4/1/2021 7:41 PM | File folder | |
| .idea | 4/1/2021 9:44 PM | File folder | |
| android | 3/28/2021 9:59 PM | File folder | |
| assets | 4/1/2021 5:53 PM | File folder | |
| build | 4/1/2021 9:01 PM | File folder | |
| dummy_assets | 3/31/2021 8:41 PM | File folder | |
| ios | 11/29/2020 7:19 PM | File folder | |
| lib | 4/1/2021 5:29 PM | File folder | |
| test | 11/29/2020 7:19 PM | File folder | |
| .flutter-plugins | 4/1/2021 9:00 PM | FLUTTER-PLUGINS... | 3 KB |
| .flutter-plugins-dependencies | 4/1/2021 9:00 PM | FLUTTER-PLUGINS... | 8 KB |
| .gitattributes | 11/29/2020 9:09 PM | Text Document | 1 KB |
| .gitignore | 11/29/2020 7:19 PM | Git Ignore Source ... | 1 KB |
| .metadata | 11/29/2020 7:19 PM | METADATA File | 1 KB |
| .packages | 4/1/2021 8:59 PM | PACKAGES File | 15 KB |
| active_ecommerce_flutter.iml | 1/17/2021 6:49 PM | IML File | 1 KB |
| FlutterEcommerceAPI.postman_collectio... | 3/25/2021 8:38 PM | JSON Source File | 39 KB |
| key.jks | 4/1/2021 9:56 PM | JKS File | 3 KB |
| pubspec.lock | 4/1/2021 8:59 PM | LOCK File | 26 KB |
| pubspec.yaml | 4/1/2021 8:45 PM | Yaml Source File | 3 KB |
| README.md | 11/29/2020 7:19 PM | Markdown Source... | 1 KB |



flutter_projects › active_ecommerce_flutter ›

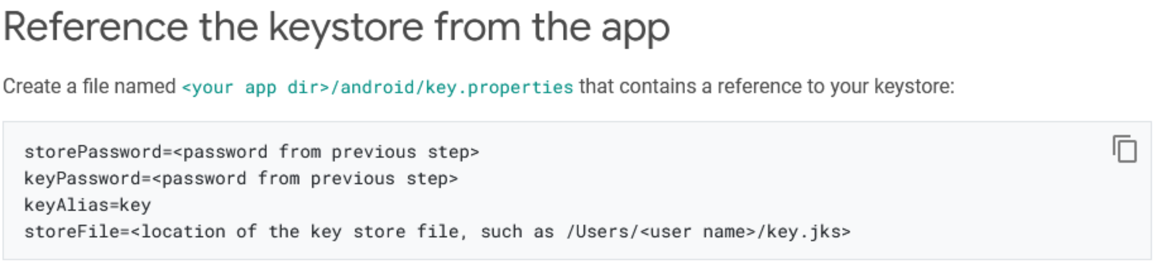
| Name | Date modified | Type | Size |
|---|---|---|---|
| .dart_tool | 4/1/2021 10:38 PM | File folder | |
| .git | 4/1/2021 10:51 PM | File folder | |
| .idea | 4/3/2021 3:50 PM | File folder | |
| android | 4/1/2021 10:44 PM | File folder | |
| assets | 4/1/2021 5:53 PM | File folder | |
| build | 4/1/2021 10:39 PM | File folder | |
| dummy_assets | 3/31/2021 8:41 PM | File folder | |
| ios | 11/29/2020 7:19 PM | File folder | |
| lib | 4/1/2021 5:29 PM | File folder | |
| test | 11/29/2020 7:19 PM | File folder | |
| .flutter-plugins | 4/3/2021 3:51 PM | FLUTTER-PLUGINS... | 3 KB |
| .flutter-plugins-dependencies | 4/3/2021 3:51 PM | FLUTTER-PLUGINS... | 8 KB |
| .gitattributes | 11/29/2020 9:09 PM | Text Document | 1 KB |
| .gitignore | 11/29/2020 7:19 PM | Git Ignore Source ... | 1 KB |
| .metadata | 11/29/2020 7:19 PM | METADATA File | 1 KB |
| .packages | 4/1/2021 10:38 PM | PACKAGES File | 15 KB |
| active_ecommerce_flutter.iml | 1/17/2021 6:49 PM | IML File | 1 KB |
| FlutterEcommerceAPI.postman_collectio... | 3/25/2021 8:38 PM | JSON Source File | 39 KB |
| key.jks | 4/1/2021 9:56 PM | JKS File | 3 KB |
| pubspec.lock | 4/1/2021 10:38 PM | LOCK File | 26 KB |
| pubspec.yaml | 4/1/2021 8:45 PM | Yaml Source File | 3 KB |
| README.md | 11/29/2020 7:19 PM | Markdown Source... | 1 KB |

Then copy the key.jks from the root folder and paste it in the android/app folder



› This PC › Local Disk (C:) › flutter_projects › active_ecommerce_flutter › android › app ›

| Name | Date modified | Type | Size |
|---|---|---|---|
| src | 11/29/2020 7:19 PM | File folder | |
| build.gradle | 4/3/2021 3:50 PM | GRADLE File | 3 KB |
| key.jks | 4/1/2021 9:56 PM | JKS File | 3 KB |



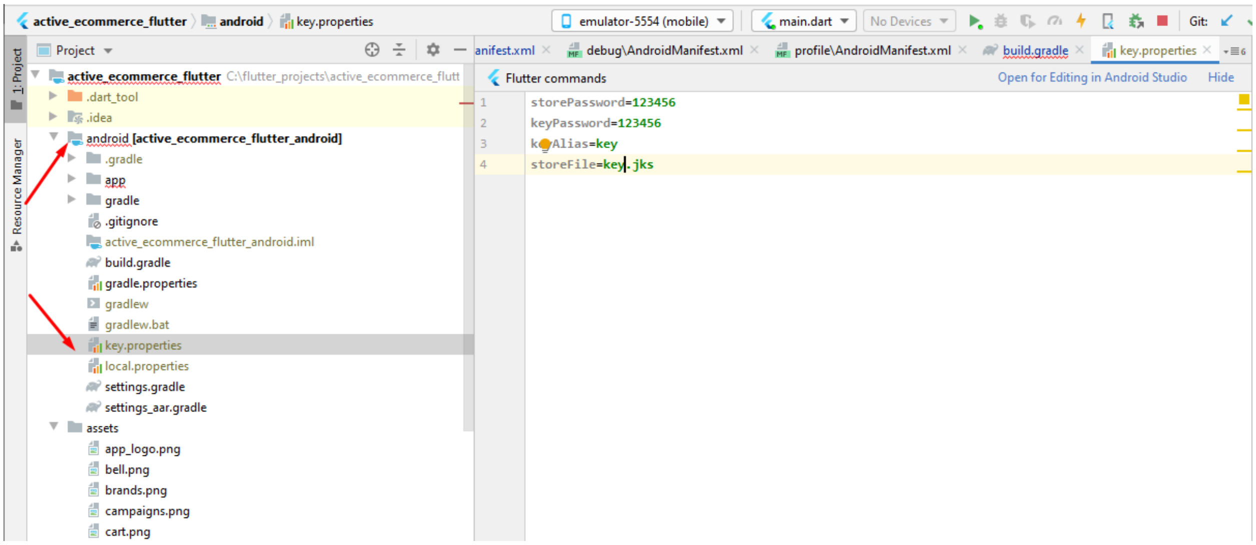
## Reference the keystore from the app

Create a file named `<your app dir>/android/key.properties` that contains a reference to your keystore:

```
storePassword=<password from previous step>
keyPassword=<password from previous step>
keyAlias=key
storeFile=<location of the key store file, such as /Users/<user name>/key.jks>
```

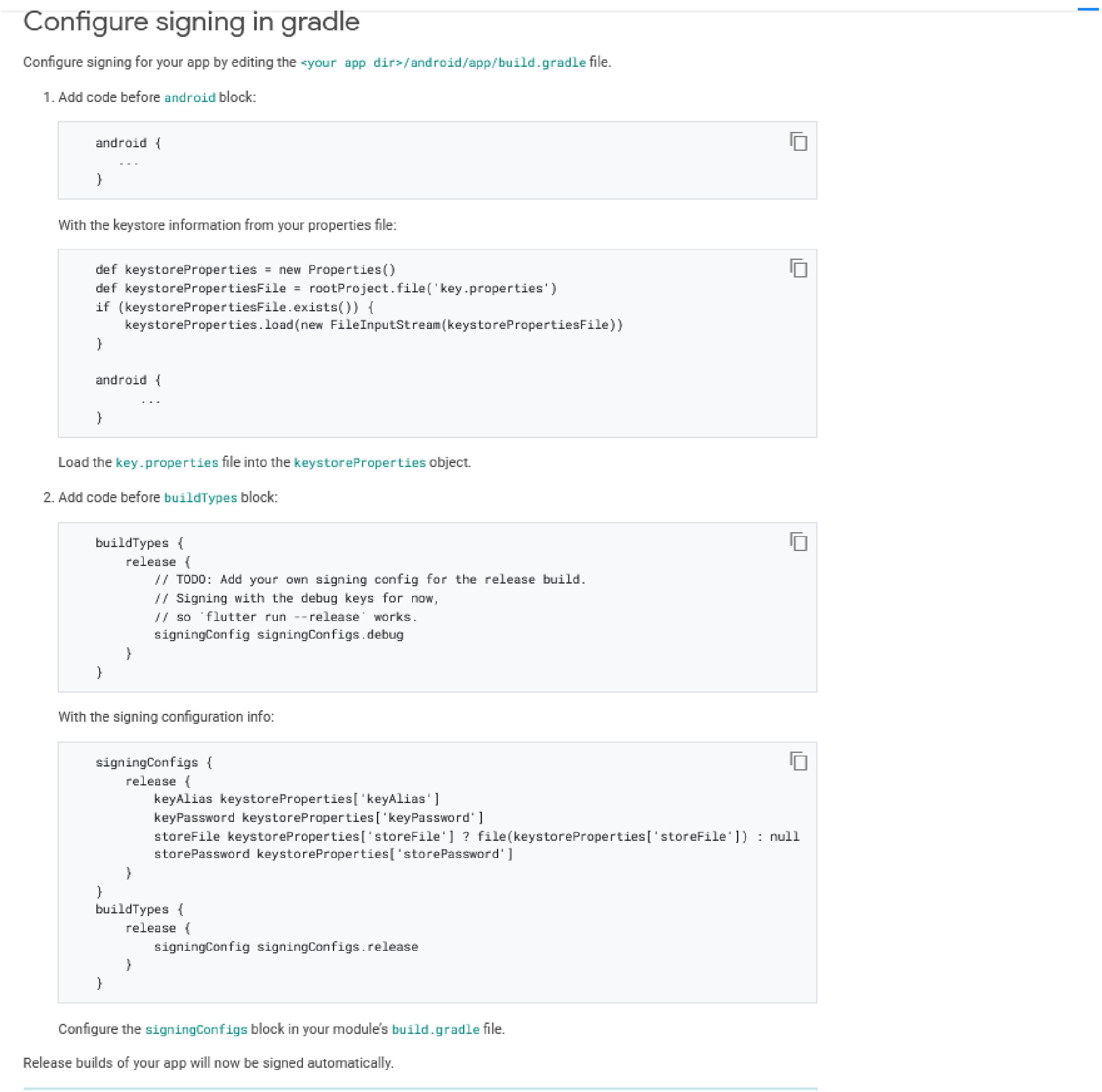
** If you lose the jks file , you will not be able to release a new update your app in playstore**

Create new file key.properties in android folder . Enter the information



```
storePassword=123456
keyPassword=123456
keyAlias=key
storeFile=key.jks
```

Read this



## Configure signing in gradle

Configure signing for your app by editing the `<your app dir>/android/app/build.gradle` file.

1. Add code before `android` block:

```
android {
   ...
}
```

With the keystore information from your properties file:

```
def keystoreProperties = new Properties()
def keystorePropertiesFile = rootProject.file('key.properties')
if (keystorePropertiesFile.exists()) {
    keystoreProperties.load(new FileInputStream(keystorePropertiesFile))
}

android {
      ...
}
```

Load the `key.properties` file into the `keystoreProperties` object.

2. Add code before `buildTypes` block:

```
buildTypes {
    release {
        // TODO: Add your own signing config for the release build.
        // Signing with the debug keys for now,
        // so `flutter run --release` works.
        signingConfig signingConfigs.debug
    }
}
```

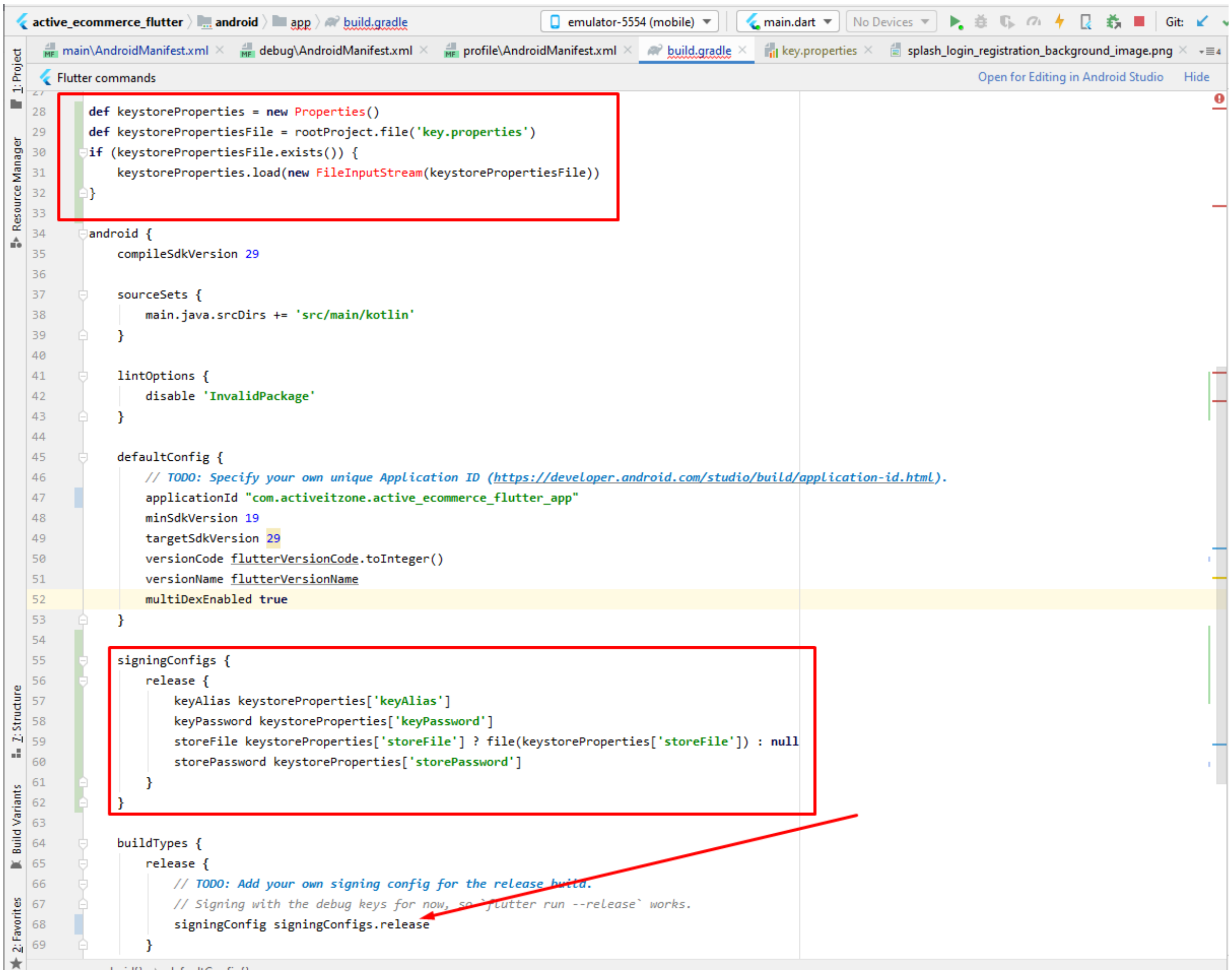
With the signing configuration info:

```
signingConfigs {
    release {
        keyAlias keystoreProperties['keyAlias']
        keyPassword keystoreProperties['keyPassword']
        storeFile keystoreProperties['storeFile'] ? file(keystoreProperties['storeFile']) : null
        storePassword keystoreProperties['storePassword']
    }
}
buildTypes {
    release {
        signingConfig signingConfigs.release
    }
}
```

Configure the `signingConfigs` block in your module's `build.gradle` file.

Release builds of your app will now be signed automatically.

in app/build.gradle  do necessary changes



```
def keystoreProperties = new Properties()
def keystorePropertiesFile = rootProject.file('key.properties')
if (keystorePropertiesFile.exists()) {
    keystoreProperties.load(new FileInputStream(keystorePropertiesFile))
}

android {
    compileSdkVersion 29

    sourceSets {
        main.java.srcDirs += 'src/main/kotlin'
    }

    lintOptions {
        disable 'InvalidPackage'
    }

    defaultConfig {
        // TODO: Specify your own unique Application ID (https://developer.android.com/studio/build/application-id.html).
        applicationId "com.activeitzone.active_ecommerce_flutter_app"
        minSdkVersion 19
        targetSdkVersion 29
        versionCode flutterVersionCode.toInteger()
        versionName flutterVersionName
        multiDexEnabled true
    }

    signingConfigs {
        release {
            keyAlias keystoreProperties['keyAlias']
            keyPassword keystoreProperties['keyPassword']
            storeFile keystoreProperties['storeFile'] ? file(keystoreProperties['storeFile']) : null
            storePassword keystoreProperties['storePassword']
        }
    }

    buildTypes {
        release {
            // TODO: Add your own signing config for the release build.
            // Signing with the debug keys for now, so `flutter run --release` works.
            signingConfig signingConfigs.release
        }
```

**Note:** You may need to run flutter clean after changing the gradle file. This prevents cached builds from affecting the signing process.

Now you are almost done

In your terminal run : flutter build appbundle

The release bundle for your app is created at <your app dir>/build/app/outputs/bundle/release/app.aab.

Upload this app.aab file to your google play console

## 5. How to update for android? **Read all the points carefully before doing anything

- This section will help you if you are here for the update and have already generated the signed release apk/appbundle the last time and already have the keytool and the manifest file ready in your old project folder.
- If you are installing and building the release file for the first time this section is not for you.

- Extract the scource_code.zip. You will find this inside the main zip.
- Open the folder in your android studio.
- **Remember to open this in a separate folder than your old project.
- Even if you are building an app for ios, use android studio for the build.
- Then in your android studio terminal run:

  ```
  flutter pub get
  ```
- This will fetch all the necessary packages

- If you are updating, you must have build the key.jks previously
- Copy the key.jks , key.properties, and the manifest file from your old project and paste in the correct locations
- See the previous screenshots for the file locations
- If you are missing your old project, you have to configure key.properties, and the manifest file like described in the installation.
- As our source code is made ready for the fresh installation , you will have to do all your configuration (like domain path, app color, package name etc ) shown in the previous steps.
- But do not create a new key.jks, you have to update your app with the existing key
- If you have somehow lost your previous key , you have to release a totally new app to the play store.You will not be able to release an update.

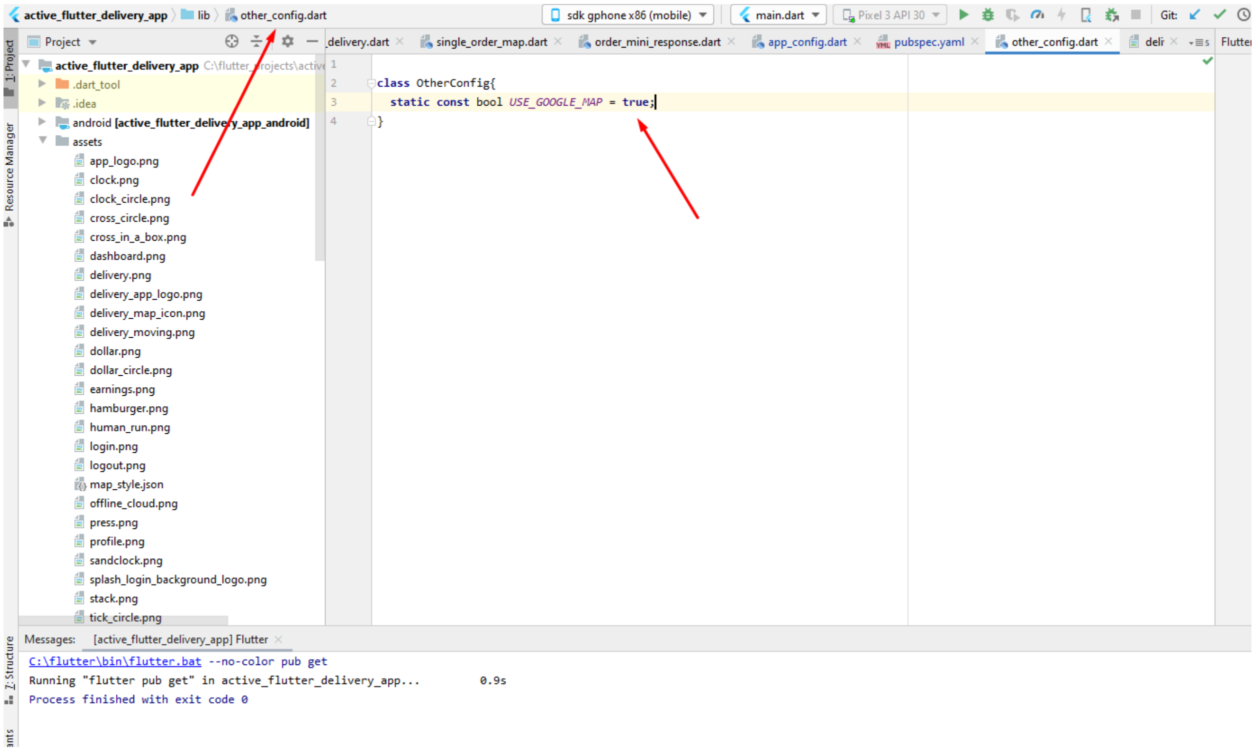
- In your terminal run : `flutter build appbundle`
- The release bundle for your app is created at <your app dir>/build/app/outputs/bundle/release/app.aab.

- Upload this app.aab file to your google play console

## 11. How to configure google map? (Read the whole thing before implementing)

1. Go to [https://console.developers.google.com/](https://console.developers.google.com/) and generate api keys separately for ios and android. No restrictions are needed

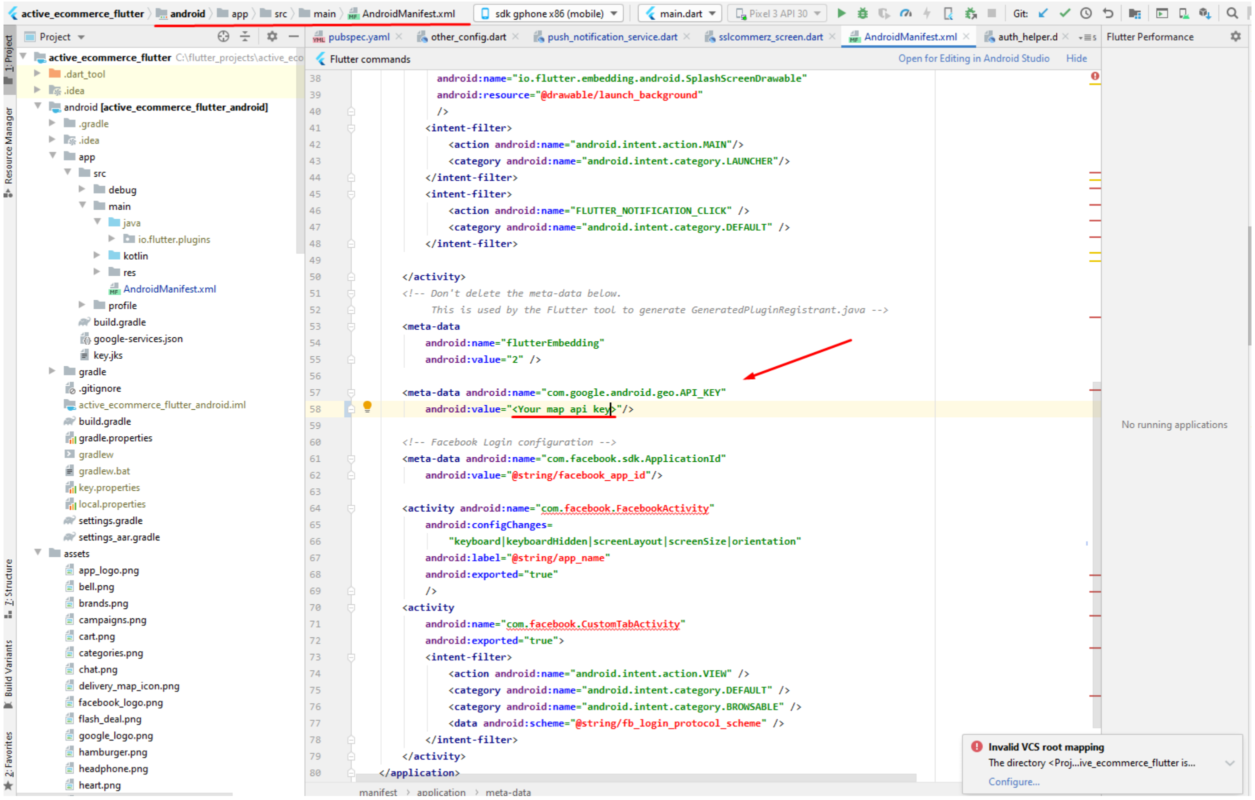
1. In lib/other_config.dart make, use google map = true



```
class OtherConfig{
  static const bool USE_GOOGLE_MAP = true;
}
```

```
C:\flutter\bin\flutter.bat --no-color pub get
Running "flutter pub get" in active_flutter_delivery_app...        0.9s
Process finished with exit code 0
```

2. In main  AndroidManifest.xml put the map api key

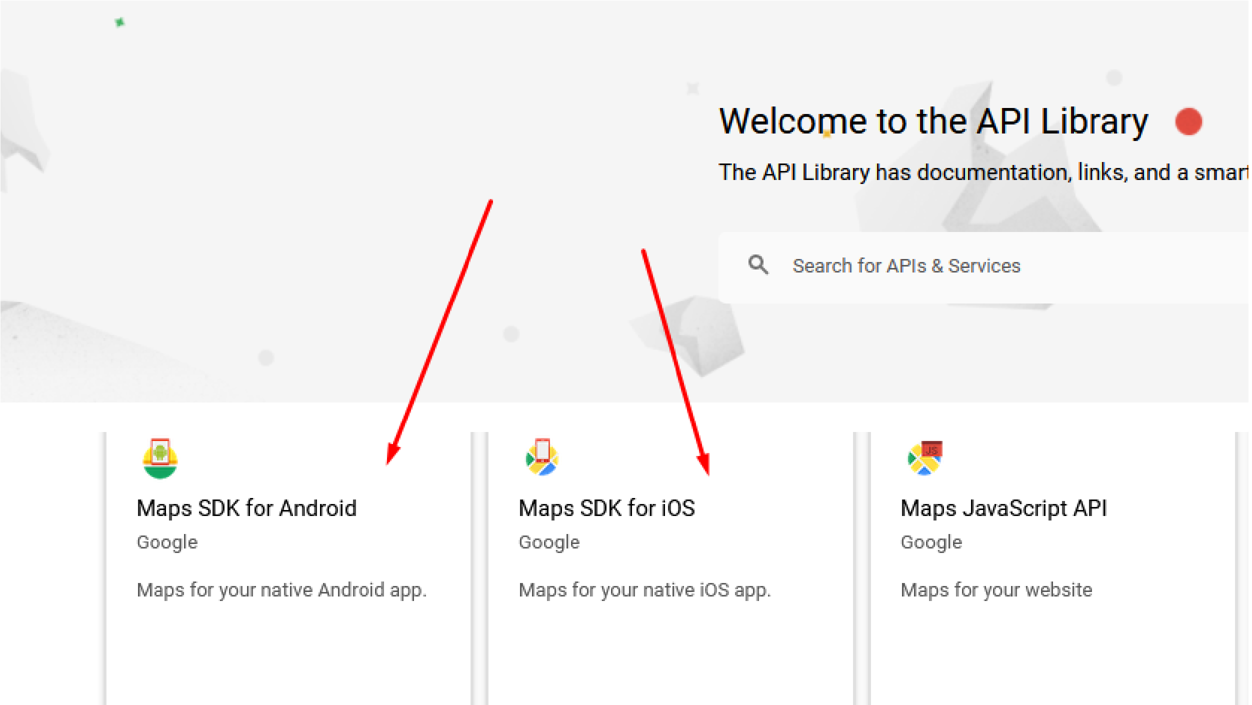


```
          android:name="io.flutter.embedding.android.SplashScreenDrawable"
          android:resource="@drawable/launch_background"
          />
        <intent-filter>
            <action android:name="android.intent.action.MAIN"/>
            <category android:name="android.intent.category.LAUNCHER"/>
        </intent-filter>
        <intent-filter>
            <action android:name="FLUTTER_NOTIFICATION_CLICK" />
            <category android:name="android.intent.category.DEFAULT" />
        </intent-filter>

    </activity>
    <!-- Don't delete the meta-data below.
         This is used by the Flutter tool to generate GeneratedPluginRegistrant.java -->
    <meta-data
        android:name="flutterEmbedding"
        android:value="2" />

    <meta-data android:name="com.google.android.geo.API_KEY"
        android:value="<Your map api key>"/>

    <!-- Facebook Login configuration -->
    <meta-data android:name="com.facebook.sdk.ApplicationId"
        android:value="@string/facebook_app_id"/>

    <activity android:name="com.facebook.FacebookActivity"
        android:configChanges=
            "keyboard|keyboardHidden|screenLayout|screenSize|orientation"
        android:label="@string/app_name"
        android:exported="true"
        />
    <activity
        android:name="com.facebook.CustomTabActivity"
        android:exported="true">
        <intent-filter>
            <action android:name="android.intent.action.VIEW" />
            <category android:name="android.intent.category.DEFAULT" />
            <category android:name="android.intent.category.BROWSABLE" />
            <data android:scheme="@string/fb_login_protocol_scheme" />
        </intent-filter>
    </activity>
</application>
```

Invalid VCS root mapping
The directory <Proj...ive_ecommerce_flutter is...
Configure...

3.For ios follow this
https://blog.logrocket.com/adding-google-maps-to-a-flutter-app/#addinggooglemapstoflutterios

4. Enable android and ios api. These are free.



Welcome to the API Library

The API Library has documentation, links, and a smart

Search for APIs & Services

Maps SDK for Android
Google
Maps for your native Android app.

Maps SDK for iOS
Google
Maps for your native iOS app.

Maps JavaScript API
Google
Maps for your website

5. If you need to style the map then go to here [https://mapstyle.withgoogle.com/](https://mapstyle.withgoogle.com/)

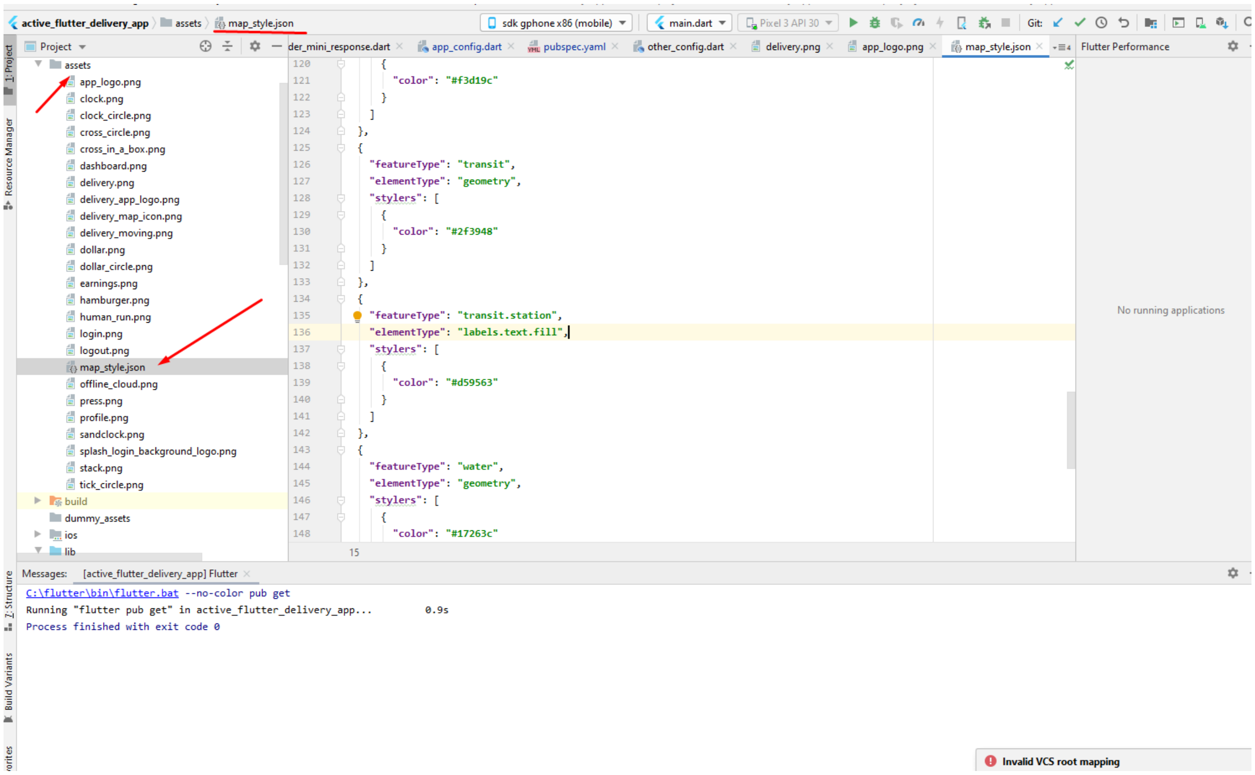
Generate style according to your needs.

Copy the generated json and **replace** the copied code in assets/map_style.json

In console run:

**flutter  clean**

**flutter pub get**



```
        {
          "color": "#f3d19c"
        }
      ]
    },
    {
      "featureType": "transit",
      "elementType": "geometry",
      "stylers": [
        {
          "color": "#2f3948"
        }
      ]
    },
    {
      "featureType": "transit.station",
      "elementType": "labels.text.fill",
      "stylers": [
        {
          "color": "#d59563"
        }
      ]
    },
    {
      "featureType": "water",
      "elementType": "geometry",
      "stylers": [
        {
          "color": "#17263c"
```

Messages: [active_flutter_delivery_app] Flutter

```
C:\flutter\bin\flutter.bat --no-color pub get
Running "flutter pub get" in active_flutter_delivery_app...        0.9s
Process finished with exit code 0
```