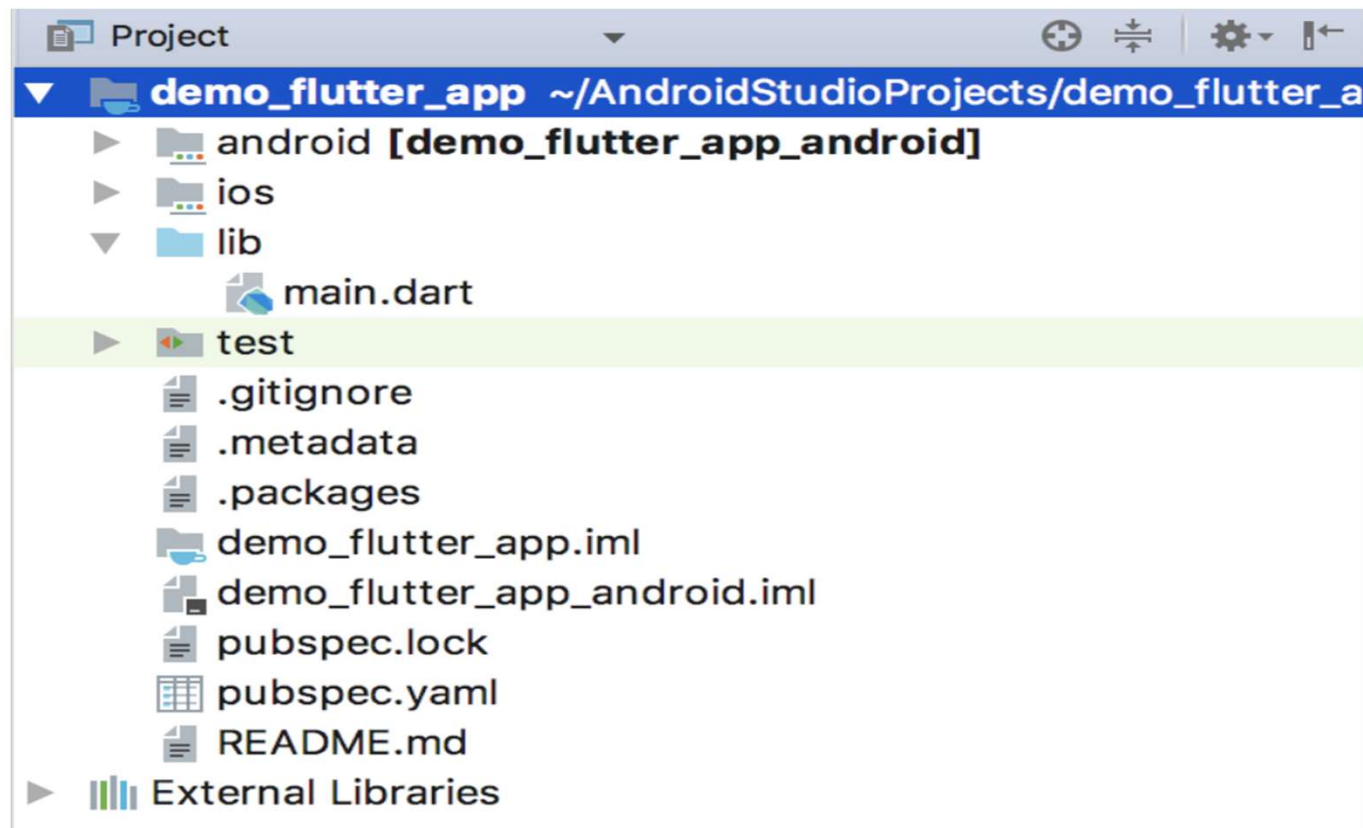


Exploring 1st Flutter Project

We'll come back to the code in a while, let's understand the files in the project before that.



Project Directories

- To make a basic app, you only need to focus on the **lib directory** and the **pubspec.yaml** file.
- The “**lib**” **directory** holds all the **main dart code** used to run your app where as the “pubspec.yaml” file contains all of the packages you’ve imported. (For Android Developers: This is equivalent to your gradle files where you add in dependencies)

Android” and “ios” directories

- The “android” and “ios” directories hold a complete Android and iOS app respectively with all their respective files.
- For example if you go into “android” you’ll find a complete Android project including a manifest.xml, activities, gradle files, etc. If you want to write any platform-specific code or add permissions, you’ll have to edit these projects.

Lib and test directory

- The “lib” directory holds all your .dart files and most if not all your code will rest over here.
- The “test” directory is for writing tests in Dart similar to Instrumented tests in Android using Espresso. Tests help you verify a component works without actually having do it yourself.

The pubspec.yaml File

- Before moving on to main.dart, which contains the main app code, we should take a brief look at the pubspec.yaml file
- It is important to understand that the pubspec.yaml file is not unique to Flutter apps: it is a feature of Dart packages and, as such, also contains all the information needed to make it a Flutter app.
- 1. •

The pubspec.yaml File

```
firstapp/pubspec.yaml
name: flutter_example_name
description: Example description of a flutter app that makes
             great things happen.
```

In the first part we'll specify some metadata about the Flutter app. In this section, two attributes are set:

1. The name, which is the Dart package name and it is the default app name that appears on the home screen or the app drawer. The one drawback with name is that it must be all lowercase and be a valid Dart identifier: it can't start with a digit, it can't contain any character other than letters and underscores (no spaces allowed) and it can't be a Dart keyword (like class, if, try, etc.).
2. The description, which should be a brief, sentence or two explanation of the Flutter app.

The pubspec.yaml File

- The rest of the file specifies the dependencies
- Since we are not using any third-party packages, we are just specifying the Flutter SDK itself as a dependency and, with the lines:
flutter:

uses-material-design: true

We make sure that Material Design (Google/Android style) assets like icons are included.

```
firstapp/pubspec.yaml
dependencies:
  flutter:
    sdk: flutter

dev_dependencies:
  flutter_test:
    sdk: flutter

flutter:
  uses-material-design: true
```