

Task Guide A01

Introduction and setup project

1. Objective

Student learn how to make Instagram's login screen

2. Requirement

Hardware:

- 4 GB RAM minimum, 8 GB RAM recommended
- 15 GB of available disk space minimum (2 GB for Flutter SDK, 8 GB for Android Studio, 4 GB for AVD, and 1 GB for project's size)
- 1280 x 800 minimum screen resolution
- Intel processor with support for Intel VT-x, Intel EM64T (Intel 64), and Execute Disable (XD) Bit functionality

Software:

- Microsoft Windows 7/8/10/11 (64-bit)
- JDK 8
- Android Studio IDE
- Git

3. Resource

Guide, Supplementary, and Test File :

https://drive.google.com/drive/folders/1WrVHMNwOUsuOZtfxEQ5pufhKCqBD7X62?usp=drive_link

4. Task Description

In this task, student will setup the starter project

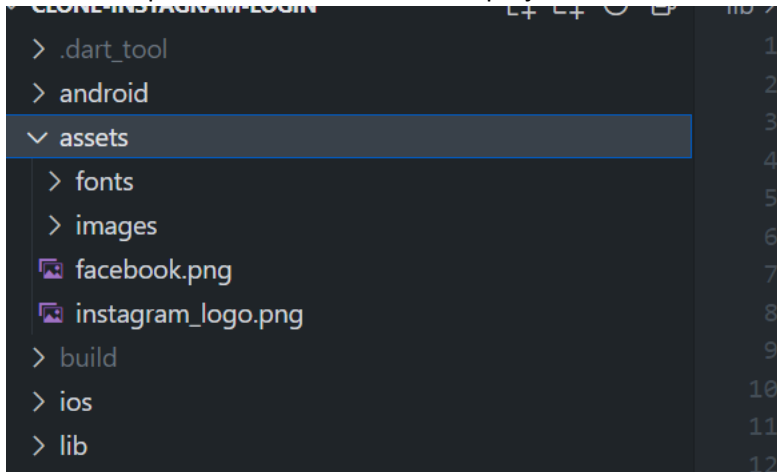
Specification

- 1) Create new flutter project and name it example_widget_testing
- 2) Wait until flutter finished the setup
- 3) Add this 2 package by running this command in the terminal inside the project's folder

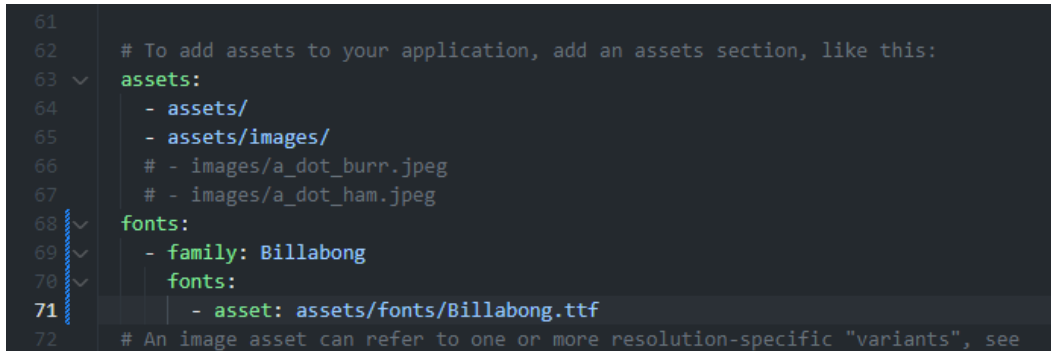
```
flutter pub add flutter_svg
```

```
flutter pub add network_image_mock
```

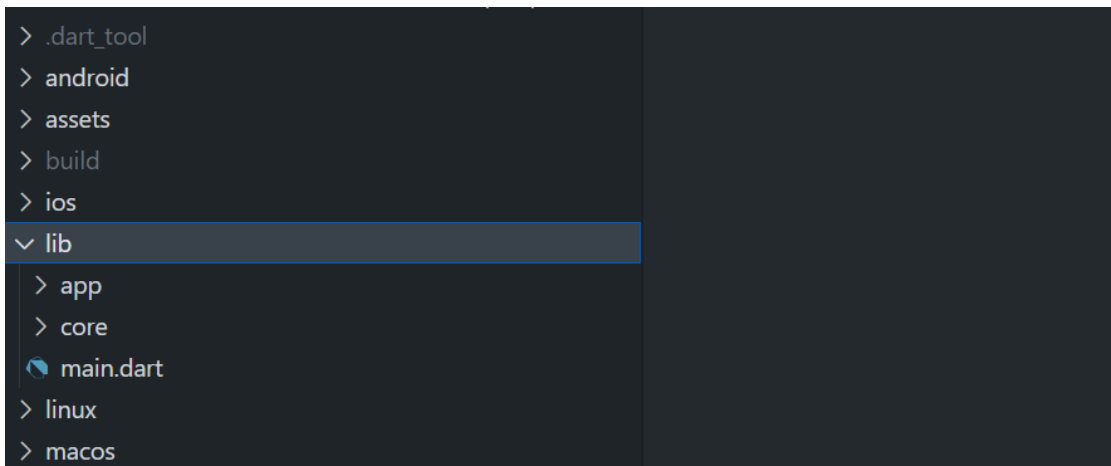
- 4) Wait until finished downloading
- 5) Download the the supplementary file from this link
<https://drive.google.com/drive/folders/1UJu JsRDmZtunSA79sIOUnOqfa 9CISM?usp=sharing>
- 6) Extract and place the asset folder inside project's file



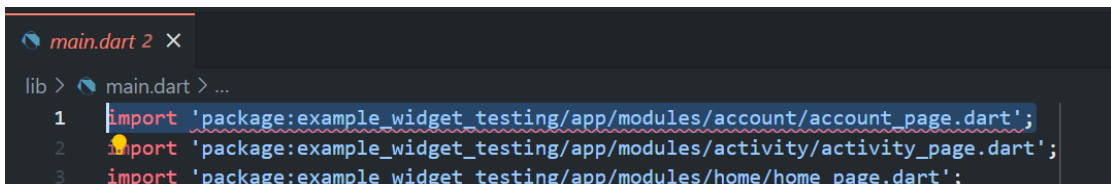
- 7) Add those asset to pubspec.yaml file so the assets will be recognized by the application



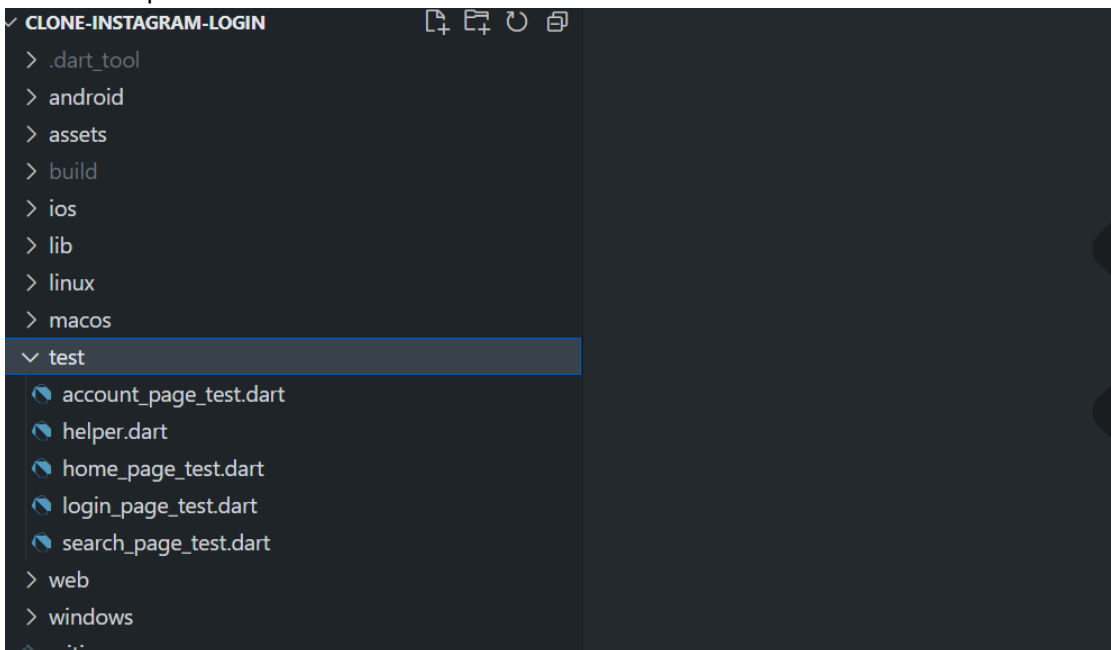
- 8) Download the starter code file from this link
<https://drive.google.com/drive/folders/1M9TTH7WjZ2ADjpydGFJIVB NXFlpMnZK?usp=sharing>
- 9) Extract and place the content of that folder inside lib folder



- 10) Perhaps you might encounter error from the import section, try to fix the error by replacing the of the project's name with your current project's name



- 11) Apply those fixing until there's no error left
- 12) Download test files from this link
https://drive.google.com/drive/folders/1fxffAi49cV1n2M6kuCfVwKPIbTdgts_y?usp=sharing
- 13) Extract and place the file under test folder



- 14) Open main.dart file under lib folder
- 15) Remove everything and replace it with this code

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

void main() {
  runApp(const MyApp());
}
```

```
class MyApp extends StatelessWidget {
  const MyApp({super.key});

  @override
  Widget build(BuildContext context) {
    throw UnimplementedError();
  }
}
```

16) Using this specification make a list of some widgets below :

1. Open main.dart file on under lib folder make sure it's extended from StatelessWidget

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

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  @override
  Widget build(BuildContext context) {
    throw UnimplementedError();
  }
}
```

2. Add MaterialApp as return following this specification

No	Widget	Property	Value
1	MaterialApp	debugShowCheckedModeBanner	false
		Title	Flutter Demo
		theme	ThemeData(primarySwatch: Colors.blue),
		home	const LoginPage(),

```
class MyApp extends StatelessWidget {
  const MyApp({super.key});

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      debugShowCheckedModeBanner: false,
      title: 'Flutter Demo',
      theme: ThemeData(
        primarySwatch: Colors.blue,
      ),
      home: const LoginPage(),
    );
  }
}
```

```
);  
}  
}
```