

Front-End Setup Guide

Welcome to the Furniture Delivery App front-end development setup guide. This document provides step-by-step instructions for setting up the development environment and running the application.

Prerequisites

Before proceeding, ensure you have the following prerequisites installed:

1. **Flutter SDK:** The core framework for building the app.
2. **Android Studio:** The recommended IDE for Flutter development.
3. **Dart Plugin:** Required for Flutter development in Android Studio.
4. **Flutter Plugin:** Required for Flutter development in Android Studio.
5. **Git:** Version control system to clone and manage the project repository.
6. **Google Maps API Key:** Required for map functionalities in the app.

Step-by-Step Setup

1. Installing Flutter and Android Studio

1. **Download Flutter SDK:**
 - Visit the [Flutter installation page](#).
 - Download the latest stable release of the Flutter SDK for your operating system.
2. **Extract the Flutter SDK:**
 - Extract the downloaded zip file to a preferred location on your system (e.g., `C:\src\flutter` for Windows).
3. **Add Flutter to the PATH:**
 - Update your environment variables to include the path to the Flutter bin directory.
4. **Install Android Studio:**

- Download and install Android Studio from the [official site](#).
- During installation, ensure that the Flutter and Dart plugins are installed.

2. Configuring Flutter and Android Studio

1. Run Flutter Doctor:

- Open a terminal or command prompt.
- Run the command: `flutter doctor`.
- This command checks your environment and displays a report on the terminal window.

2. Set Up an Android Emulator:

- Open Android Studio and navigate to AVD Manager.
- Create a new Android Virtual Device (AVD) with your preferred configuration.

3. Setting up the Project

1. Clone the Repository:

- Use Git to clone the project repository to your local machine.
- Command: `git clone [repository_url]`.

2. Open the Project in Android Studio:

- Open Android Studio.
- Select 'Open an Existing Project' and navigate to the cloned project directory.

3. Google Maps API Key Configuration:

- Obtain a Google Maps API key following the [official guide](#).
- Place your API key in the Android manifest file
(`android/app/src/main/AndroidManifest.xml`) under the `meta-data` tag named `com.google.android.geo.API_KEY`.

4. Running the App

1. Start the Emulator:

- From Android Studio, start the configured Android Emulator.

2. Run the App:

- Select the target device in Android Studio.
- Click the 'Run' button (green triangle) or use the shortcut `Shift + F10`.

3. Debugging and Hot Reload:

- Make changes to your code.
- Use Hot Reload (lightning bolt icon) to instantly view the changes in the emulator without restarting the app.

Additional Notes

- **Dependencies:** Ensure all dependencies are correctly listed in `pubspec.yaml` and run `flutter pub get` in the terminal to fetch them.
- **Environment Variables:** If the project uses any environment variables (like API keys or secret tokens), ensure they are correctly set up in the development environment.

This guide should provide you with a comprehensive setup for starting front-end development on the Furniture Delivery App. For more specific instructions or troubleshooting, refer to the official Flutter documentation or contact the project maintainers.