



Resources and development environment

Group 6
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Technology

- Flutter
- Firebase Realtime database
- Visual studio code
- Github
- Android emulator
- ios simulator

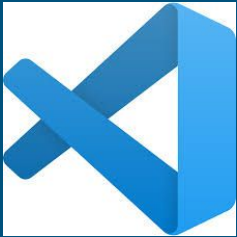
Flutter

- Cross platform development for android and ios
- Single code base
- Dart programming language



Visual Studio Code

- Code editor
- Flutter extension
- Built-in git

A screenshot of the Visual Studio Code editor interface. The Explorer sidebar on the left shows a project structure for 'carpool_app' with folders like 'Pods', 'Runner', and 'lib'. The main editor area displays the 'main.dart' file with the following code:

```
1
2
3 import 'package:flutter/material.dart';
4 import 'package:google_maps_flutter/google_maps_flutter.dart';
5
6 void main() => runApp(MyHomePage());
7
8 class MyHomePage extends StatefulWidget {
9   @override
10  _MyHomePageState createState() => _MyHomePageState();
11 }
12
13 class _MyHomePageState extends State<MyHomePage> {
14   GoogleMapController myMapController;
15   static const LatLng _center = const LatLng(35.521563, 119.0187);
16   @override
17   Widget build(BuildContext context) {
18     return MaterialApp(
19       home: Scaffold(
20         appBar: AppBar(
21           title: Text('Carpool'),
22           backgroundColor: Colors.blue,
23         ), // AppBar
24         body: Column()
25           mainAxisAlignment: MainAxisAlignment.center,
26           children: <Widget>[
27             Expanded(
28               child: GoogleMap(
29                 initialCameraPosition: CameraPosition(
```

The bottom status bar shows the current cursor position as 'Ln 24, Col 27' and the Flutter version as 'Flutter: 1.9.1-hotfix.2'. The terminal at the bottom displays the command 'jorgvasquez\$'.

Firestore Realtime Database

- NoSQL Cloud database
- Data stored as JSON
- Realtime
 - Data synchronization



ios simulator

