Mobile Development with Flutter and Dart, Part 16 of 16: Finishing Up

Meet the expert: Paulo Dichone graduated from Whitworth University with a B.S in Computer Science in 2009 and has worked building Android and iOS mobiles apps as well as web applications. Since 2014 he's been an online instructor teaching over 40,000 students from 170 countries in how to program Java and build Android Applications.

Prerequisites: The first parts of the course make the user familiar with Dart, these can be skipped if sufficiently knowledgeable.

Runtime: 54:43

Course description: Make Apps that run on both IOS and Android with Flutter using Dart! This covers: finishing up the firestore app as well as creating an icon, launcher image for IOS and publishing IOS apps.

Course outline:

Creating an Icon Showing online Icon tools
• Introduction
• Showing online Icon tools
• Using Launcher Icons Package to Generate iOS and
• Adding Splash Screen on Android
• Summary

Launcher Image for iOS
• Introduction
• Launcher Image for iOS
• Signing Android App Keystore and Building an Ap
• Publishing App to GoogleStore
• Summary

Publish IOS Apps
• Introduction
• Setup iOS App to Publish in the Appstore
• Creating the iOS Archive and Uploading it
• Summary