Thank you for your purchase! To ensure seamless after-sales support, please activate your product using the link below:

Activate Now

Your activation is essential for us to provide you with the best assistance. We appreciate your cooperation.

Technology Used

- Flutter with Dart Language for Mobile App
- **ReactJS** with Typescript for Admin Panel
- NodeJS with Express Framework for API
- **MySQL** for Database

Please follow the below steps to set up the project on your server.

(We have provided the steps to set up using Visual Studio Code Editor. You can use other editors also. Steps may vary based on your editor.)

- 1. Setup Prerequisite (If not available)
 - a. Install Visual Studio Code (VSCode) from this link
 - b. Install NodeJS from this link (Minimum version 16.14.0)
 - c. Install and set up Flutter from this link
 - d. Install MySQL from this link

(You can choose the MySQL edition based on your needs)

e. Install MySQL Workbench from this link (This is optional)

2. Setup Mobile App (Technology Flutter)

- a. Initial steps to set up and run mobile app
 - i. Open the App folder in the VSCode
 - ii. Run the following commands in the VSCode Terminal

flutter clean

flutter pub get

- iii. Additional steps to set up for iOS (You can skip these steps if you don't want to set up for iOS)
 - 1. In the VSCode terminal, go to the ios directory

(using the command cd ios)

2. Run the following command to install pods

pod install

iv. Connect your Android or iOS device with your machine

(To run on an Apple device, you must have an Apple computer)

v. Run the following command to run on an Android or iOS device

flutter run

vi. To upgrade the Flutter version run the following command in the VSCode Terminal

(Only if your Flutter version is lower than mentioned in this document)

flutter upgrade

b. Change API base URL

After the setup of your API and Admin panel, you have to change your API base URL, for that go to the file located at **lib\utils\global.dart**



c. Change Package Name/Bundle ID

An app's package name is a unique identifier that is automatically created when you create an app. The term used for iOS apps is "**bundle ID**" and for Android apps, it is "**package name**".

- i. Set Package Name for Android App
- 1. Change the package name in the file located at android/app/src/main/AndoidManifest.xml

2. Change the package name in the file located at android/app/src/debug/AndoidManifest.xml

select select selection of the sele

3. Change Package Name in file which is located at android/app/src/Profile/AndoidManifest.xml

4. Change the Package Name in the file which is located at android/app/build.gradle



5. Change the folder structure for the below path as per your package name.

android\app\src\main\java\<mark>com\demo\matrimonyapp</mark>\

Ex. If your package name is com.app.matrimony

android\app\src\main\java\com\app\matrimony\

 Change Package Name in file which is located at android\app\src\main\java\com\demo\matrimonyapp\MainActivity.j ava



- ii. Set Bundle ID for iOS App
- 1. In VSCode
 - a. Go to ios/Runner/info.plist
 - b. Change the string of key CFBundleldentifier



- 2. In XCode
 - a. Right-click on the **iOS** folder and Choose Open in Xcode Option
 - b. Click on the folder icon left side of the XCode window
 - c. Select Runner.
 - d. Select Target runner
 - e. Go to identity
 - f. Change Bundle Identifier

	General	Signing & Capabilities	Resource Tags	Info Build Settings	Build Phases	Build Rule	es
PROJECT	~	Identity	App Category	Rusiness		•	
TARGETS			Display Name	Matrimony			+
👸 Runner			Bundle Identifier	Debug com.demo.matrimonya Profile com.example.matrimor Release com.example.matrimor	pp iOS nyApp iOS nyApp iOS		→
			Version	1.0.0			+

- d. Create and set Keystore file for Android
 - i. Create a keystore.jks file, if not exist, use the below command in the terminal

keytool -genkey -v -keystore "path\keystore.jks" -storetype JKS -keyalg RSA -keysize 2048 -validity 10000 -alias keystore

- ii. Fill in all the details asked while executing the above command
- iii. Recommended. After creating your keystore.jks file, please put it in the **android/app** folder
- iv. Create key.properties file in the **android** folder and add the details in the file as per the below screenshot.



NOTE:

- If you have changed any default value for any of these keys (storePassword, keyPassword, keyAlias, storeFile) while creating the keystore.jks file, then please also change them to key.properties file.
- If you place your keystore.jks file somewhere else in the project than mentioned in step 5.c.iii then please change storeFile key value accordingly.
- For more details please refer to this link
- e. Create Firebase Account & Project

In this project, we are using the following Firebase services.

- i. Push Notification
- ii. Phone Authentication
- iii. Firestore Database
- iv. Firebase Analytics

For this, you need a Firebase account and a project set up in the Firebase. Please follow the below steps for this,

- i. Go to the <u>Firebase console</u>
- ii. Sign up if you don't have a Google Account or you want to create a new account for your project. Otherwise, sign in with your Google Account.
- iii. Click on Add Project
- iv. Enter your project name



v. Select Default Account for Firebase

(or you can create a new account)

×	Create a project (Step 3 of 3)
	Configure Google Analytics
	Choose or create a Google Analytics account ③
	Automatically create a new property in this account 💉
	Upon project creation, a new Google Analytics property will be created in your chosen Google Analytics account and linked to your Firebase project. This link will enable data flow between the products. Data exported from your Google Analytics property into Firebase is subject to the Firebase terms of service, while Firebase data imported into Google Analytics is subject to the Google Analytics terms of service. Learn more 2.
	Previous Create project

vi. Create project

f. Set up Android App in Firebase Project

- i. Go to the Firebase console
- ii. Select the project you created in step 5.d.vi
- iii. Go to Project Setting
- iv. In the General Tab click on the Add App button
- V. Select Android
- vi. Fill out the form and click on the Register App Button

(Please check the below screenshot for reference)

× A	dd Firebase to your Android app
1	Register app
	Android package name 💿
	com.company.appname
	App nickname (optional) ③
	My Android App
	Debug signing certificate SHA-1 (optional) ⑦
	00:00:00:00:00:00:00:00:00:00:00:00:00:
	Required for Dynamic Links, and Google Sign-In or phone number support in Auth. Edit SHA-1s in Settings.
	Register app
2	Download and then add config file
3	Add Firebase SDK
4	Next steps

- vii. You need SHA keys (SHA-1 and SHA-256) to add once you create the Android App in the above steps.
 - 1. To Generate debug SHA use the below command

keytool -list -v -keystore "Your directory path\debug.jks" -alias androiddebugkey -storepass android -keypass android

2. To Generate release SHA use the below command

keytool	-list	-V	-keystore	"your	directory	y path\keys	store.jks"	-alias
android	releas	sek	ey -storep	ass yo	ur store	password	-keypass	s your
key pase	swore	d						

After generating the debug and release SHA, you have to add them in the Firebase Console where you have created the Android app.

Please check the screenshot below for the reference.

Certificate fingerpi	int				
00:00:00:00:00	:00:00:00:00:00:	00:00:00:00:00	0:00:00:00:00	:00:0 SHA1	SHA256
				Cancel	Save

- viii. Download the google-services.json file from Firebase project settings and paste it at **android/app** location.
- ix. Setup Authentication
 - Enable Sign in methods:
 - a. In the Firebase console's **Authentication** section, open the <u>Sign in method</u> page.
 - b. From the **Sign in method** page, enable the methods which are shown in the image.

Sign-in providers	
	Add new provider
Provider	Status
Se Phone	Enabled
G Google	Enabled
Facebook	C Enabled
Apple	Senabled

g. Setup Firebase iOS App

- i. Go to the Firebase console
- ii. Select the project you created in step 5.d.vi
- iii. Go to Project Setting
- iv. In the General Tab click on the Add App button
- v. Select iOS
- vi. Fill out the form and click on the Register App Button

(Please check the below screenshot for reference)

×	Add Firebase to your Apple app
(1 Register app
	Apple bundle ID 💿
	com.company.appname
	App nickname (optional) ③
	My Apple app
	App Store ID (optional) ②
	123456789
	Register app
	2 Download config file
	3 Add Firebase SDK
	4 Add initialisation code
	5 Next steps

vii. Download the GoogleService-info.plist file from Firebase project settings and paste it at the **ios/Runner** location in the app

viii. Go to the **ios\Runner\AppDelegate.m** file and replace "YOUR-API-KEY" with your Api key.

```
- (BOOL)application:(UIApplication *)application
didEinishLaunchingWithOptions:(NSDictionary *)launchOptions {
  [GMSServices provideAPIKey:@"YOUR-API-KEY"];
  [GeneratedPluginRegistrant registerWithRegistry:self];
  // Override point for customization after application launch.
```

ix. Replace "YOUR-REVERSED-CLIENT-ID" with your reversed client ID. You can find this Id from the GoogleService-info.plist file you added from step **5.g.vii**.

```
<string>Editor</string>
<key>CFBundleURLName</key>
<string>$(REVERSED_CLIENT_ID)</string>
<key>CFBundleURLSchemes</key>
<array>
</string>YOUR-REVERSED-CLIENT-ID</string>
</array>
</dict>
</dict>
```

x. XCode Project Setting

This step covers reviewing the most important settings in the XCode workspace. For detailed procedures and descriptions, see <u>Prepare for App</u> <u>Distribution</u>

- 1. Navigate to your target's settings in XCode:
 - a. Open the default Xcode workspace in your project by running the below command in a terminal window from your Flutter project directory.

open ios/Runner.xcworkspace

- b. Select the Runner target in the Xcode navigator to view your app's settings.
- 2. Verify the most important settings
 - a. In the Identity section of the General tab

- i. **Display Name** (The display name of your app.)
- ii. **Bundle Identifier** (The App ID you registered on App Store Connect.)
- b. In the Signing & Capabilities tab
 - i. Automatically manage signing (Xcode should automatically manage app signing and provisioning. This is set true by default, which should be sufficient for most apps. For more complex scenarios, see the <u>Code Signing Guide</u>)
 - ii. **Team** (Select the team associated with your registered Apple Developer account. If required, select Add Account..., then update this setting.)

	General Signing & Capabilities Resource Tags Info Build Settings Build Phases Build Rules
PROJECT	+ Capability All Debug Release Profile
Runner	✓ Signing (Debug)
TARGETS	Automatically manage signing Xcode will create and update profiles, app IDs, and certificates.
👸 Runner	Team None
	Bundle Identifier com.demo.matrimonyapp
	✓ ios
	Dravisioning Drafile Vande Managad Drafila

- c. In the deployment section of the build settings tab:
 - i. iOS Deployment Target
 - 1. The minimum iOS version that the app supports is 11.0.
 - 2. The General tab of your project settings should resemble the following:

	General	Signing & Capabilities	Resource Tags	Info Build Settings	Build Phases Build	l Rules
PROJECT	,	 Supported Destination 	s			
A Runner						
		Destination		SDF	<	
TARGETS		📋 iPhone		iOS		
	_	+ -				
C Runner						
		 Minimum Deployments 				
			ios	10.1		
			105	12.1		• +
		✓ Identity				
			A	Development		•
			App Category	Busiliess		•
			Display Name	Matrimony		+
			Bundle Identifier	Debug		\rightarrow
				com.demo.matrimonya	op iOS	
				Profile	vAnn iOS	
				Release	JAPP 100	
				com.example.matrimon	yApp iOS	
			Version	1.0.0		+
			Build	1		+
			Duild			
	,	 Deployment Info 				
			iPhone Orientation	✓ Portrait		
				Upside Down		
				Landscape Left		
				Landscape Right		
+ - 🕞 Filter			Status Bar Style	Default		•

3. For a detailed overview of app signing, see <u>Create, export,</u> <u>and Delete signing certificates</u>. xi. Upload your APNs authentication key

If you don't already have an APNs authentication key, make sure to create one.

1. Go to https://developer.apple.com and click Account



2. Log in with your Apple Developer account

Sign in to Apple Developer	
Remember me	
Forgot Apple ID or password? a Don't have an Apple ID? Create yours now. a	

3. Click on Certificates, IDs & Profiles

, Щ	\otimes		
App Store Connect	Certificates, Identifiers &	Additional resources	
Manage your app's builds, metadata, and	Profiles	Download beta software, and view and	
more on the App Store.	Manage the certificates, identifiers, profiles,	manage your usage of developer services.	
📑 Apps	and devices required to develop, test, and distribute apps.	Software Downloads	
帅 Analytics		Feedback Assistant	
🗠 Trends	Certificates	Xcode Cloud Xcode	
F Reports	i Identifiers	loudKit	
Users and Access	Devices	① MapKit JS	
Agreements, Tax, and Banking	👌 Profiles	🛎 WeatherKit	
- rigreenterite, tax, and banking	📍 Keys		

4. Click on Keys and add a new key by clicking on the blue plus (+) icon next to the title Keys.

Certificates	Keys 🚭	Q
Identifiers		
Profiles	Getting Started with Keys	
Keys	Creating a key allows you to configure, authenticate, and use one or more Apple services for that key. Unlike certificates, keys do not expire	
More	and can be induined to access more services arter their creation. For more information on creating and using keys, refer to beyender Account. Help.	
	Create a key	

5. On the next page, enter 'APNS Key' in the Key Name field and click the checkbox to enable Apple Push Notifications service (APNs), Device Check and Sign in with Apple. Also configure the Sign in with Apple.

Develope	ər		Publishing Bu
ertif	icates, Identifiers &	Profiles	
< All Keys			
Regi	ster a New Key		Continue
Key Nam APNS I You cann	e Key ot use special characters such as @, &, *, ', ", -, .		
ENABLE	NAME	DESCRIPTION	
	Apple Push Notifications service (APNs)	Establish connectivity between your notification server and the Apple Push Notification service. One key is used for all of your apps. Learn more	
	DeviceCheck	Access the DeviceCheck and AppAttest APIs to get data that your associated server can use in its business logic to protect your business while maintaining user privace. Learn more	
	MapKit JS	Use Apple Maps on your websites. Show a map, display search results, provide directions, and more. Learn more ① There are no identifiers available that can be associated with the key	Configure
	MapKit JS Media Services (MusicKit, ShazamKit)	Use Apple Maps on your websites. Show a map, display search results, provide directions, and more. Learn more O There are no identifiers available that can be associated with the key Access the Apple Music catalog and make personalized requests for authorized users, and check audio signatures against the Shazam music catalog. O There are no identifiers available that can be associated with the key	Configure
	MapKit JS Media Services (MusicKit, ShazamKit) Sign in with Apple	Use Apple Maps on your websites. Show a map, display search results, provide directions, and more. Learn more O There are no identifiers available that can be associated with the key Access the Apple Music catalog and make personalized requests for authorized users, and check audio signatures against the Shazam music catalog. O There are no identifiers available that can be associated with the key Enable your apps to allow users to authenticate in your application with their Apple ID. Configuration is required to enable this feature. O There are no identifiers available that can be associated with the key	Configure

6. Click Register

Regist	er a New Key		Back Register
Key Name APNS Key			
ENABLE	NAME	DESCRIPTION	
V	Apple Push Notifications service (APNs)	Establish connectivity between your notification server and the Apple Push Notification service. One key is used for all of your apps.	

7. Click Download. This will download the APNs key that you will upload to Firebase. Please keep this page open to obtain the Key ID and Team ID for Firebase.

NOTE: Once the key has been downloaded, it cannot be retrieved again.

All Keys	
Download Your Key	Download Done
After downloading your key, it cannot be re-downloaded as the server copy is removed. If you are not prepared to download your key at this time, click Done and download it at a later time. Be sure to save a backup of your key in a secure place.	
lame: APNS Key	
ley ID: 36AZ4Y87HH	

8. Now that you have the APNS key downloaded, you will need to upload this to Firebase. Open up a new browser tab or window and navigate to <u>https://console.firebase.google.com/</u>

NOTE: The next few steps require you to have an iOS Firebase Certificate. If you have not done this yet, please check out our <u>iOS Firebase Certificate</u> article before continuing.

🔌 Firebase	Buildfire App 👻 Go to docs 🌲 🌍
🔒 Project Overview 🌼	Project settings 0
Build Authentication, Firestore Database,	General Cloud Messaging Integrations Service accounts Data privacy Users and permissions App Check (BITA)
Release & Monitor Crashlytics, Performance, Test Lab,	Project credentials Upload APNs auth key × Add server key
Analytics Dashboard, Realtime, Events, Conve	APNs auth key ③
Engage Predictions, A/B Testing, Cloud Mes	Server key AuthKey_UN823KU9WJ.p8 Browse
	365502819897 Key ID (required) ③
	Apple app configur: C/XbU2Z8R8
	Apple apps Team ID (required) ③ an APNs authentication key or APNs certificate to connect
	(i05) com.ffec: N4H76AD88C
	Team ID detected for this app. You can edit this in <u>General settings</u> .
	Cancel Upload is recommended as they are the more current ons to Apple devices
	File Key ID Team ID
Extensions	No APNs auth key Upload
Spark Upgrade Free \$0/month	ADM Casificates

9. Click on your App project

🖉 Firebase			
	Recent projects		[]
	+ Add project	AstroLogic astrologic-6ec7c	Matrimonial App matrimonial-app-cdc42
	Explore a demo project	i05+	≝ i05+
	Credit App credit-app-9be53	FreshSell freshsell-india	L]

10. On the top left, click on the gear icon on the right side of Project Overview and select Project Settings

🔌 Firebase		Matrimonial App 👻	
Project Overview	\$	Project settings	Matrimonial Ap
Project shortcuts		Users and permissions	🗰 3 apps 🌗 🖪 com.dem
Authentication		Usage and billing	
Firestore Database			
App Check			
Storage			Analytics
S Hosting			Daily active users
G Messaging			6 -81.3%
What's new			56
Extensions NEW			
Product categories			28
Build	~		
Release & Monitor	~		0 Feb 2
Analytics	~		

11. Click on the Cloud Messaging tab and in the Apple app configuration section, click Upload

- 🖊	Firebase		Matrimonia	al App 👻					
A	Project Overview	¥	Proje	ect setting	js				
Proje	ect shortcuts		General	Cloud Messaging	Integrations	Service accounts	Data privacy	Users and permi	ssions
:: #\$	Authentication	•							
ŝ	Firestore Database							-	
\bigcirc	App Check					Firebase Cloud	Messaging API	(V1) 🛇 Enabled	
	Storage					Recommended for	most use cases. <u>Le</u>	arn more 🛛	
\bigcirc	Hosting					Sender ID		S	ervice Acco

Apple app configuration Apple apps	Firebase Cloud Messag	ing can use either an APNs aut	hentication key or APN	s certificate to connect		
	with APNs					
	APNs Authentication	Key				
	Configuration method for the second s	Configuration with auth keys is recommended as they are the more current method for sending notifications to Apple devices				
	File	Key ID	Team ID			
	No APNs auth key			Upload		

- 12. Here you will upload the key file by clicking Browse. Select the file that ends with .p8 that was downloaded in the previous steps. The file name will look like this: AuthKey_UN823KU9WJ.p8
- 13. Now you will have to copy the Key ID and Team ID by going back to your Apple Developer account. The Key ID is located below the key name and the Team ID is located in the top right corner, next to your Apple developer name.

🗯 Develop	er Tea	
Certif	icates, Identifiers & Profiles	
< All Key	3	
Dow	nload Your Key	Download Done
	After downloading your key, it cannot be re-downloaded as the server copy is removed. If you are not prepared download your key at this time, click Done and download it at a later time. Be sure to save a backup of your key place.	to in a secure
Name:	NPNs key	
Services	:: Apple Push Notifications service (APNs)	

14. Go back to the Firebase page and copy and paste the Key ID and Team ID. Lastly, click on the Upload button.

	building App -	-
🔒 Project Overview 🌼	Project settings	?
Build Authentication, Firestore Database,	General Cloud Messaging Integrations Service accounts Data privacy Users and permissions App Check (BETA)	
Release & Monitor Crashlytics, Performance, Test Lab,	Project credentials Upload APNs auth key × Add server key	
Analytics Dashboard, Realtime, Events, Conve	Key APNs auth key 🕥	
Engage Predictions, A/B Testing, Cloud Mes	Server key AuthKey_UN823KU9WJ.p8 Browse hoydgokuruisper-jr-Sounudqkzeyata-rywpjick	
	365502819897 Key ID (required) ⑦	
	Apple apps Team ID (required) ③ an APNs authentication key or APNs certificate to connect	
	(105+) com.ffect Team ID detected for this app. You can edit this in <u>General settings</u> .	
	Cancel Upload is recommended as they are the more current ons to Apple devices	
	File Key ID Team ID	
Extensions	No APNs auth key Upload	
Spark Upgrade Free \$0/month	APNs Certificates	

h. Configure the Firebase setting to the Project

Go to the lib\firebase_option.dart file

• For Android settings replace your credentials in the android method



• For iOS settings replace your credentials in the ios method

static const FirebaseOptions ios = FirebaseOptions(apiKey: "Your key", authDomain: "*Your Firebase Porject Id*.firebaseapp.com", projectId: "Your Firebase Porject Id", storageBucket: "*Your Firebase Porject Id*.appspot.com", messagingSenderId: "Your message Sender Id", appId: "Your Firebase App Id", androidClientId: 'Your Android Client Id', iosClientId: 'Your Ios Client Id', iosBundleId: 'com.demo.matrimonyapp',);

- i. Change App Icon
 - i. For Android

Replace the icons in the **android\app\src\main\res** folder as shown in the below image.



v1.6

- ii. For iOS
- 1. Replace the icons in the below folder as shown in the below image

ios\Runner\Assets.xcassets\Applcon.appiconset



- 2. Change icons using XCode
 - a. Right-click on the iOS folder Choose Open in Xcode Option
 - b. Click on the folder icon left side of the XCode window



- c. Select Runner.
- d. Select Target runner
- e. Go to App Icons And Launch Images
- f. Click the right arrow button of the app icons source

> 📉 Runner M						
> 🖾 Pods						
	PROJECT		iPad Orientation Status Bar Style	 ✓ Portrait ✓ Upside Down ✓ Landscape Left ✓ Landscape Right ✓ Default 		0
	Runner			Requires full screen	ows	
	Willer			Supports multiple wind	045	
		✓ App Icons and La	unch Screen			
			App Icon	Applcon		+
			App Icons Source	Include all app icon a	assets	
			Launch Screen File			
		✓ Supported Intent	s			
		Class N	ame Authentica	tion		
			Add int	ents eligible for in-app h	andling here	



g. Replace all the icons according to their size

NOTE:

• If you want to generate the App icon bundle from any image you have, you can generate it from publicly available websites like

https://www.appicon.co/

- j. Setup Deep Link
 - i. For Android
 - 1. Open android/app/src/main/AndroidManifest.xml file.
 - Add the following metadata tag and intent filter inside the <activity> tag .MainActivity.

Replace example.com with your web domain.



- 3. Change android:launchMode to android:launchMode="singleTask"
- 4. Hosting assetlinks.json file **File content:**

Where,

- Set the package_name value to your Android application ID.
- Replace sha256_cert_fingerprints with yours
- Host the file at a URL that resembles the following: <webdomain>/.well-known/assetlinks.json
- Verify that your browser can access this file.
 - Share your link as follows: (Link should be look a like as follow) <u>https://<YOUR MAIN DOMAIN>/PassYourNeededParameter</u>

ii. For los

- **1. Hosting apple-app-site-association file** Adjust IOS settings.
 - a. Hosting apple-app-site-association file :
 - You need to host an apple-app-site-association file without any extension(No .json,.php,.aspx etc...) in the web domain(on Main

Domain Not on Sub Domain). This file tells the mobile browser which iOS application to open instead of the browser.

• The hosted file should have the following content:

Replace "appID" with your ids.

"appID" format: <team id>.<bundle id>.

- Host the file at a URL that at the following: <YOUR MAIN WEB DOMAIN>/.well-known/apple-app-site-association
- Verify that your browser can access OR download this file.
- Note: It might take up to 24 hours before Apple's Content Delivery Network (CDN) requests the apple-app-site-association (AASA) file from your web domain. The universal link won't work until the CDN requests the file. To bypass Apple's CDN, check out the alternate mode section.

2. Adjust IOS settings:

- a. Launch Xocode.
- b. Open the **ios/Runner.xcworkspace** file inside the project's **ios** folder.
- c. Navigate to the Info.plist file in the ios/Runner folder.

	🚨 Runner 🤇 Runner 🔪 🗍 iPhone 14 Pro				Indexing Processing files (2)	•	+
■ 🛛 ☶ 역 🛆 🤣 🗗 🗉	器 I く > 田 Info						
V 🖪 Runner	🔼 Runner 🤉 🚞 Runner 🏻 🗄	earrow H Info $ angle$ No Selection					
✓	Key			Туре	Value		
AppFrameworkInfo	✓ Information Property List				(18 items)		
©⊚ Debug	Development localizat	tion			\$(DEVELOPMENT_LANGUAGE)		
[®] ⊚ Release	Bundle display name				Deeplink Cookbook		
Senerated	Executable file		Ŷ				
V 📰 Runner	InfoDictionary version	1	Ň		6.0		
× Main	Bundle name		õ		deeplink_cookbook		
Assets	Bundle OS Type code				APPL		
× LaunchScreen	Bundle version string	(short)			\$(FLUTTER_BUILD_NAME)		
	Bundle creator OS Typ	pe code	\$????		
h ConcretedDluginDegistrent	Bundle version	Dhono onvironment	Ŷ		\$(FLUTTER_BUILD_NUMBER)		^
	Launch screen interfa	ce file base name	Ň		LaunchScreen		
	Main storyboard file b	ase name	õ		Main		
	> Supported interface of	prientations			(3 items)		
n Runner-Bridging-Header	> Supported interface of the second secon	orientations (iPad)			(4 items)		
> Products	View controller-based	status bar appearance	Ŷ	Boolean	NO		\$
V 🔤 RunnerTests	CADIsableMinimumFr	indirect input events	~	Boolean	YES		\$ ^
❑ RunnerTests			Ŭ				· · · · · · · · · · · · · · · · · · ·

- d. In the Info property list, control-click on the list to add a row.
- e. Control-click the newly added row and turn on the Raw Keys and Values mode
- f. Update the key to FlutterDeepLinkingEnabled with a Boolean value set to

FlutterDeepLinkingEnabled 🔅 🚱 🖨 Boolean 🗘 YES

NOTE: The FlutterDeepLinkingEnabled property opts into Flutter's default deeplink handler. If you use third-party plugins, such as uni_links, setting this property will break these plugins. Skip this step if you prefer to use third-party plugins.

- g. Click the top-level Runner.
- h. Click Signing & Capabilities.
- i. Click + Capability to add a new domain.
- j. Click Associated Domains.



- k. In the Associated Domains section, click +.
- I. Enter **applinks:<web domain>**. Replace **<web domain>** with your own domain name.



k. Build Release for Android

- i. Open Project in VS Code
- ii. In Terminal Execute the below commands

flutter clean flutter pub get flutter build apk --release

iii. After making the release, to generate the release bundle Execute the below command

flutter build appbundle --release

iv. Get the APK from the below path

build\app\outputs\flutter-apk\app-release.apk

- I. Build Release for iOS
 - i. Open Project in XCode
 - ii. Select Archive from the Product Menu



iii. After successfully archiving select the **Organizer** option from the **Windows menu**

iv. After clicking on it opens one popup for Archive, Click on the **Distribute App** Button

🗯 Xcode File Edit	View Find	Navigate Ed	ditor Product	Debug Integrat	e Window Help			zoom 🔲	? 0
	►	P Runner main	8	Runner 🕽 📋 iPhone			Runner: Ready Today at	t 3:30 PM +	
) <i>6</i> 🗆 🗉	81<>	🔝 Runner	🖸 Pods				₹ 🕀	
		🔼 Runner							Identit
E	•••		Archives						
	🔀 Runner (iOS	S App, com 🕻	Name		Creation Date	• · · ·	Version	Distribute Arm	
	Products		🖪 Runne	r	02-Jun-202	3 at 4:33 PM	1.1.0 (4)	Distribute App	
	Archives							Validate App	
No Bookma	Reports Crashes Disk Write Feedback Hangs	S						Details Version 1.1.0 (4) Identifier com.example.matri Type iOS App Archive Team Aarti Parekh (Perso Architectures arm64 Download Debug Symbols	mony onal T
Click the '' button to add	00 Regression	ns						Description	
	Metrics Battery Us Disk Write Hang Rate 	sage s						No Description	

- V. After successfully done, you can upload this app to your Apple developer account in the TestFlight
- vi. To publish your app from TestFlight please follow this link
- NOTE: While running/building the app, if you get any error **A Firebase App name** "[DEFAULT]" already exists, then add the param name when initializing the Firebase in the lib\main.dart file.



m. Other Options for the Advanced User

i. Paths to the images used in the app

Images	Path	Screen Path		
Splash screen	assets/images/splashImage.png	lib/views/splash/splash_screen.dart		
Introduction screen	assets/images/introImg1.png lib/views/introduction/intro_screen.dart			
	assets/images/introImg2.png	lib/views/introduction/intro_screen.dart		
	assets/images/introImg3.png	lib/views/introduction/intro_screen.dart		
Verify Phone screen assets/images/verifyPhone.png		lib/views/authentication/verify_phone_screen.dart		
Dashboard screen	assets/images/appbarlmg.png	lib/views/dashboard/dashboard_screen.dart		
	assets/images/occupation.png	lib/views/dashboard/dashboard_screen.dart		

ii. Fonts used in the app. If you want to change then you can make the changes in the **pubspec.yaml** file and the **Assets** folder.

Poppins	assets/fonts/Poppins-Bold.ttf
	assets/fonts/Poppins-Regular.ttf
	assets/fonts/Poppins-SemiBold.ttf
	assets/fonts/Poppins-Medium.ttf
	assets/fonts/Poppins-Light.ttf
	assets/fonts/Poppins-Thine.ttf

iii. Colors used in the app. If you want to change the colors you can make the changes in the file **lib/Theme/nativeTheme.dart**

#	Color code
Primary Color	#ff5a60
Primary Color Dark	#1C3079
Primary swatch color	#ff5a60
Text button - background color	#ff5a60
Card - color	white
Card - shadowColor	#EEEEE

TextFormfield - filled color	white
Appbar theme - color	#ff5a60
Checkbox - check color	white
Checkbox - fillcolor	#ff5a60
scaffoldBackgroundColor	white
Dialog -background color	white

iv. Packages used in the app are listed below. You can find them in **pubspec.yaml** file.

Package Name - Version	Description
pinput - ^2.2.31	For the OTP text field
font_awesome_flutter - ^10.4.0	To access the icon of font-awesome
dots_indicator - 2.1.0	To display dots indicator to show a position
get - 4.6.5	Stat management
get_storage - ^2.1.1	A fast, extra light key value in memory, which backs up data to disk at each operation.
flutter_svg - ^1.0.3	For drawing SVG files.
fluttertoast - ^8.2.1	For showing a toast message
connectivity_plus - ^3.0.4	To check the connectivity of the device
http - ^0.13.5	For consuming HTTP resources
shared_preferences - ^2.1.0	To store something locally
device_info_plus - ^8.2.0	To get device info
permission_handler - ^10.2.0	This plugin provides a cross-platform API to request and check permission
image_picker - ^0.8.7+3	For picking an image
cached_network_image - ^3.2.3	To show images from the internet
intl - ^0.17.0	To Provide internationalization and localization facilities, including message translation, plurals and genders, date/number formatting and parsing, and bidirectional text.
firebase_auth - 4.6.0	To use the Firebase authentication API.

cloud_firestore - ^4.5.1	To use the cloud Firestore API.
firebase_analytics - ^10.2.0	A Flutter plugin to use the Google Analytics for Firebase API.
firebase_storage - ^11.1.0	To use Firebase cloud storage API.
firebase_messaging - 14.4.0	To use Firebase cloud messaging API.
flutter_local_notifications - ^8.1.1+2	A cross-platform plugin for displaying local notifications.
firebase_core - 2.12.0	To use the Firebase Core API, which enables connecting to multiple Firebase apps.
firebase_dynamic_links - ^5.1.0	To use Firebase dynamic API links.
firebase_performance - ^0.9.1	To use Firebase performance API.
firebase_crashlytics - ^3.3.5	To use Firebase Crashlytics API.
flutter_html - ^3.0.0-alpha.5	For rendering HTML and CSS as Flutter widgets.
google_sign_in - ^6.1.0	A secure authentication system for signing in with a Google account on Android or iOS.
flutter_facebook_auth - ^5.0.8	The easiest way to add Facebook login to your app.
sign_in_with_apple - ^4.3.0	To support login via an Apple ID.
google_maps_flutter - ^2.2.5	To provide a Google map widget.
geocoding - ^2.1.0	To provide easy geocoding and reverse geocoding features.
geolocator - ^9.0.2	To provide access to platform-specific locations.
email_otp - ^2.0.1	It generates OTP on the recipient's email which can be used.
aligned_dialog - ^0.0.6	It allows the user to open a dialog aligned with the associated widget.
flutter_holo_date_picker - ^1.1.0	It displays a date picker.
razorpay_flutter - ^1.3.4	For payment gateway
jiffy - ^5.0.0	It is a DateTime package for parsing, manipulating and formatting dates.
in_app_purchase - ^3.1.5	It supports in-app purchases underlying the Apple App Store and Google Play Store.
agora_rtc_engine - ^6.1.0	It provides real-time voice and video communications.
stop_watch_timer - ^2.0.0	Counter time in the app.
flutter_share - ^2.0.0	Share a message or links.

path_provider - ^2.0.14	It finds commonly used locations on the file system.
webview_flutter - ^3.0.4	It provides a webview widget.
file - ^6.1.4	It is a generic file system for abstraction for Dart.
awesome_notifications - ^0.7.4+1	Create a local notification and push notifications.
customizable_space_bar	AppBar which changes the content with scrolling rate. Enables to implement "Large Title"
phonepe_payment_sdk - ^2.0.1	For payment gateway
flutterwave_standard - ^1.0.7	For payment gateway
carousal_slider - ^4.2.1	It provides a carousal slider widget.
flutter_slidable - ^3.0.1	A Flutter implementation of slidable list item with directional slide actions that can be dismissed.

3. Third-Party Integration

a. Setup Agora

The Agora account is used the make a video call between 2 users in the mobile app.

i. Log in or sign up for the Agora Console

C Devel	opers Docs API Re	eference SDKs Help					
🛕 To se	ecure your account, please verify	your phone number					
a							Support Ticket
4	肖 Hi!Welcome to your /	Agora Console.					
	Project Management						
laa	My Projects						+ Create a Project
Ø.	AstroGuru 🖉	Created: 2023-06-07	Stage: Testing	Security: Enabled	Status: Enabled	App ID: 8b2e1537440f44239	Ø
۵ ۲	matrimony_app ∠	Created: 2023-03-25	Stage: Testing	Security: Enabled	Status: Enabled	App ID: 32cc47360e134c6fa	٥
€+	My New Project 🖉	Created: 2023-03-25	Stage: Testing	Security: Disabled	Status: Enabled	App ID: cd30aa2c61c142469	0
	Get Started						
	Select how you want to bui choice.	ld. The Video UIKit and Agora App Builder	offer the fastest ways to get starte	ed with your very own Video Callir	ng or Interactive Live Streaming experience. T	he SDK quickstarts help you get start	ed with the Agora p
	SDK	Quickstart Guides	Video	UIKit	App Builder		
	Voice Calling Crystal-clear audio	chat	Chat Private and group r	messaging			
	View Quickstart		View Quickstart				
	Video Calling		Signaling				

ii. Create Agora Project

1. From the side menu, Click on Project Management

🛕 То	o secure your account, please verify y	your phone number					
a						Support Ticker	& Na
Ð	1 Project Management						
M	You can create up to 20 projects	s (including deleted projects). If you need more,	please contact support				
<u>lad</u>	All V Enabled	d V Q Enter a Project Name or App ID					Create
Ø.	Project Name	Creation Date	Stage	Security	App ID	Action	
é	AstroGuru	2023-06-07	Testing	Security: Enabled		Configure	
۲	matrimony_app	2023-03-25	Testing	Security: Enabled		Configure	
\$0	My New Project	2023-03-25	Testing	Security: Disabled		Configure	
						10/page	~ <

2. Click on Create a Project Button

Create New Project	
Project Name	
Matimony	
Use Case	
Others / Others	
Authentication What's this? Secured mode: APP ID + Token (Recommended) For high-security requirements, use a token for authentication.	
For testing, we provide temp token on Console. Testing mode: APP ID	
For low-security requirements, use an App ID for authenticatio n.	
Submit Cancel	

3. Give the project name select Other in Use Case and check Authentication in Testing Mode

- iii. Config Project in Agora
 - 4. Click on Configure button

W Project Management							
You can create up to 20 projects (including deleted projects). If you need more, please contact support							
All ~ Enabled	✓ Q Enter a Project Name or App II						
Project Name	Creation Date	Stage	Security	App ID		Action	
AstroGuru	2023-06-07	Testing	Security: Enabled		٥	Configure	
matrimony_app	2023-03-25	Testing	Security: Enabled		٥	Configure	
My New Project	2023-03-25	Testing	Security: Disabled		٥	Configure	
						10/page	

5. Enable primary certificate and Disable Secondary Certificate

Αρρ. ο	Primary Certificate Enabled
	Secondary Certificate Disabled
	No Certificate Enabled Delete

- iv. After Successfully Deploying the Admin panel on live (after completing step 4), Login into the Admin Panel and change the Agora key on the live
- v. Change your Agora credentials from the Agora tab on the Setting page

🗰 Apps 🔍 Use NVM To Install 📒 Persona	📃 Native Software 📃 Imported From Fire	. 🧧 Geolocation 📕 Old Bookmark 📕 Projects 📕 Pricing 📕 Motel 📕 React 📑 Facebook Share พ Angular Examples พ Angular Reference 🄌 c# - Add radio	butt
			a admin a Admin
Dashboard	🔒 / Set	ting	
USERS			
App Users	Genera	al Payments Agora Firebase Credential	
🔒 Block Users			
≗r Admin Users	Agora Cre	edentials	
PACKAGES	Agora A	App Id	
Premium Account	Agora C	Certificate	e.
🖾 Premium Facility			0
() Time Duration			
🛤 Master Entry 🗸 🗸			
🗈 Reports 🗸 🗸			
7 FAQs			
L Success Story			
E Feedback			
🗘 Setting	Save		

b. Razorpay Setup

- i. Setup RazorPay from this link.
- ii. After generating Razorpay Keyld and Razorpay Secret Key from the link, Setup them in the admin panel.
- iii. In the **Admin Panel** Go to Master Entry from the menu and then click on the Payment Gateways, On this page change your credentials in the Razorpay Section.

Master Entry	^	ID	NAME	USEINWALLET	USEINCHECKOUT	USEINANDROID	USEINAPPLE	ISACTIVE	ACTIONS
Document Type		2	Paypal	-	-	-		-	i
Religion		3	ManualPayment		-				~
Community		5	Manual aynen						
Sub Community		4	Wallet		-	-	-		
Marital Status		-							
Employment		5	GoogleInAppPurchase	0				-	
Occupation		6	AppleInAppPurchase	0	-		-		
Education									
Diet		7	FlutterWave	-	-	-		0	1
Height		8	PhonePe	-	-	-			
Annual income									
Currency		9	Stripe	•	-	-		-	1
Payment Gateway		10	Razornav						
Profile For		10	nazorpaj						

- c. Stripe Setup
 - i. Setup Stripe from <u>this_link</u>.
 - ii. After generating the Stripe Secret key from the link, set it up in the admin panel.
 - iii. In the **Admin Panel** Go to Master Entry from the menu and then click on the Payment Gateways, On this page change your credentials in the Stripe Section.

Master Entry	~								
		ID	NAME	USEINWALLET	USEINCHECKOUT	USEINANDROID	USEINAPPLE	ISACTIVE	ACTIONS
Document Type		2	Paypal		-	-			1
Religion		2	ManualDaumant						
Community		3	ManualPayment						
Sub Community		4	Wallet		-		•	•	
Marital Status									
Employment		5	GoogleInAppPurchase	0	•	•		•	
Occupation		6	AppleInAppPurchase	0-	-		-	-	
Education									
Diet		7	FlutterWave	-				0	1
Height		8	PhonePe	-	-	-			1
Annual income									
Currency		9	Stripe	-	•			•	1
Payment Gateway		10	Razorpay						
Drofilo For									

d. PhonePe Setup

- i. Setup PhonePe from this link.
- ii. Add PhonePe Merchantld, Redirect Mode, Salt Key, Salt Index, and Environment Value from the link in the admin panel.
- iii. In the Admin Panel Go to Master Entry from the menu and then click on the Payment Gateways, On this page change your credentials in the PhonePe Section.

💼 Master Entry	^	ID	NAME	USEINWALLET	USEINCHECKOUT	USEINANDROID	USEINAPPLE	ISACTIVE	ACTIONS
Document Type		2	Paypal	-	-	-		-	ľ
Religion Community		3	ManualPayment		•	•	•	•	ľ
Sub Community		4	Wallet		•	•	•	•	
Marital Status Employment		5	GoogleInAppPurchase	0	•	•		•	
Occupation		6	AppleInAppPurchase	0	•		•	•	
Education		7	FlutterWave	•	•	•		0	1
Height		8	PhonePe	•	•	•		•	1
Currency		9	Stripe	•	•	•		•	1
Payment Gateway		10	Razorpay	•	•	•		•	ľ

e. FlutterWave Setup

- i. Set up FlutterWave from <u>this_link</u>.
- ii. Add FlutterWave Merchantld, Publickey, Secretkey, and Encryption key from the link in the admin panel.
- iii. In the **Admin Panel** Go to Master Entry from the menu and then click on the Payment Gateways, On this page change your credentials in the FlutterWave Section.

Master Entry	^	ID	NAME	USEINWALLET	USEINCHECKOUT	USEINANDROID	USEINAPPLE	ISACTIVE	ACTIONS
Document Type		2	Paypal	-	-			-	/
Religion		3	ManualPayment						<i>"</i>
Community		-							
Sub Community		4	Wallet						
Marital Status		5	GoogleinAppBurchase	0					
Employment		5	GoogleinAppruchase	9					
Occupation		6	AppleInAppPurchase	0	-		-		
Education		7	FlutterWaye						
Diet		/	Flutter wave						
Height		8	PhonePe	-		•		-	1
Annual income									
Currency		9	Stripe						
Payment Gateway		10	Razorpay	-	-	-			1
Profile For									

USEFUL LINKS

- To set up NodeJS with Typescript from scratch you can use this link
- To set up MySQL database you can use this link
- For more information on iOS refer to this link

This document was last updated on 05 April 2024.