

ADORE HOME

INTERDISCIPLINARY PROJECT

Submitted in partial fulfillment of the requirements for the award of
Bachelor of Technology in Information Technology

by

ABINAYA V (41120003)



**DEPARTMENT OF INFORMATION TECHNOLOGY
SCHOOL OF COMPUTING**

SATHYABAMA
INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY)

CATEGORY-1 UNIVERSITY BY UGC

Accredited "A++" by NAAC

12B Status by UGC |Approved by AICTE

JEPPIAAR NAGAR, RAJIV GANDHI SALAI, CHENNAI - 600 119

MAY 2024



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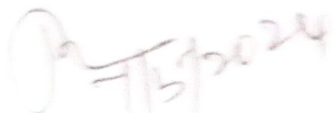
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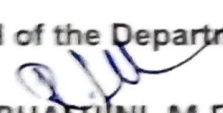
BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonafide work of **ABINAYA V (41120003)** who carried out the project entitled "AODRE HOME" under my supervision from **JANUARY 2024** to **MAY 2024**.

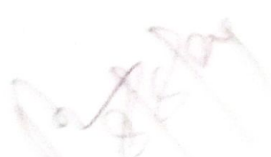

Internal Guide

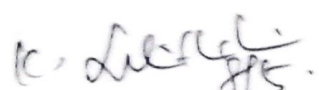
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DECLARATION

I **Abinaya V** hereby declare that the Project Report entitled "Adore Home" done by me under the guidance of Dr. ^(p)Jeyanthi, M.E., Ph.D., is submitted in partial fulfillment of the requirements for the award of Bachelor of Technology degree in Information Technology.

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ACKNOWLEDGEMENT

I am pleased to acknowledge my sincere thanks to **Board of Management** of **SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY** for their kind encouragement in doing this project and for completing it successfully. I am grateful to them.

I convey my thanks to **Dr. T.Sasikala M.E., Ph.D., Dean**, School of Computing **Dr.R.Subhashini M.E.,Ph.D.**,Head of the Department of Information Technology for providing me necessary support and details at the right time during the progressive reviews.

I would like to express my sincere and deep sense of gratitude to my Project Guide **Dr.P.Jeyanthi M.E., Ph.D.**, for her valuable guidance, suggestions and constant encouragement paved way for the successful completion of my project work.

I wish to express my thanks to all Teaching and Non-teaching staff members of the **Department of Information Technology** who were helpful in many ways for the completion of the project.

CERTIFICATE OF COMPLETION



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10.02.2024

CERTIFICATE FOR INTERNSHIP

TO WHOMSOEVER IT MAY CONCERN

This is to Certify that **Abinaya V (Reg No: 41120003)** student of Sathyabama Institute of Science and Technology, B. Tech Information Technology, has successfully completed the Internship at Hackwit Technologies from 22nd January to 30th January 2024.

During the internship, **Abinaya V** has closely worked as a part of the **Flutter** by carrying out the project entitled "**Adore Home**"

She demonstrated good developing and learning skill with self-motivated attitude to learn new things. Her contribution to implement the Flutter was good. We wish her all the best for her future endeavors.

Best Regards,

Ravikumar S
CEO & Managing Director
Hackwit Technologies Pvt Ltd



CERTIFICATE OF COMPLETION



ABSTRACT

The Adore Home Front-End Project is dedicated to crafting an intuitive and visually compelling user interface for the Adore Home app. Our Primary Objective is to deliver a seamless and engaging user experience, ensuring accessibility and responsiveness across various devices. Flutter is a cross-platform UI toolkit that is designed to allow code reuse across operating systems such as iOS and Android, while also allowing applications to interface directly with underlying platform services. The goal is to enable developers to deliver highperformance apps that feel natural on different platforms, embracing differences where they exist while sharing as much code as possible. Over the last years media and entertainment are really changed. Some years ago, people can only passive consume the media and entertainment contents, but now they can interact, share and talk with that contents while walking or running etc. Starting from this revolution, devices and media contents are more portable every during development, Flutter apps run in a VM that offers stateful hot reload of changes without needing a full recompile. For release, Flutter apps are compiled directly to machine code, whether Intel x64 or ARM instructions, or to JavaScript if targeting the web. Flutter's complete development and practical explanation series, providing online preview and pdf download. This series will fully describe: how to quickly develop a complete Flutter APP from 0, supporting the high-complete Flutter open source project A Complete Guide to Flutter, and will provide some Flutter development details skills.

TABLE OF CONTENTS

Chapter No.	TITLE	Page No.
	ABSTRACT	vii
	LIST OF ABBREVIATIONS	x
	LIST OF FIGURES	xi
1	INTRODUCTION	1
2	METHODOLOGY	6
2.1	Module	6
2.1.1	Navigation Controller	9
2.2	Proposed Application Architecture	13
2.2.1	Flow Diagram	14
2.3	Algorithm	14
2.4	Instellation and Development	15
2.4.1	HomePage	17
2.4.2	Product Page	Error! Bookmark not defined.
2.4.3	Profile Page	Error! Bookmark not defined.
3	RESULTS AND DISCUSSION	20
4	CONCLUSION AND FUTURE WORK	23
4.1	Conclusion	24
4.2	Future Work	25
	REFERENCES	26
	APPENDICES	30
A.	Sample Code	30
B.	Screen Shots	32

LIST OF ABBREVIATIONS

ABBREVIATION		EXPANSION
UI	-	User Interface
UX	-	User Experience
iOS	-	iPhone OperatingSystem
UAT	-	User Acceptance Testing
IDE	-	Integrated Development Environment

LIST OF FIGURES

Figure	Name of the Figure No.	Page No
2.1	Proposed Application Architecture	12
2.2	Flow Diagram	16
2.3	Home Page	22
2.4	Product Page	23
2.5	Profile Page	24
2.6	Main Dart	24
3.1	Flutter Run	26
3.2	Pubspec.Yaml	27
3.3	Login Page	37

CHAPTER 1

INTRODUCTION

Flutter is Google's Mobile SDK to build native iOS and Android apps from a single codebase. It was developed on December 4, 2018. When building applications with Flutter, everything is towards Widgets – the blocks with which the Flutter apps are built. The User Interface of the app comprises many simple widgets, each handling one particular job. Smartphones are mainstream in this area with active iOS and Android devices worldwide. As has been the case with other information and Communication technologies, tourism has manifested as one of the most well suited sectors to mobile technology and mobile applications.

The aim to design and develop the project is to produce a tourist guide application to facilitate domestic and international tourists. Flutter is a cross-platform UI toolkit that is designed to allow code reuse across operating systems such as iOS and Android, while also allowing applications to interface directly with underlying platform services. The goal is to enable developers to deliver highperformance apps that feel natural on different platforms, embracing differences where they exist while sharing as much code as possible

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Then redirect users to the Complete Profile if the profile isn't complete yet. Or to the main screen if all details are added.

But we're going to review the Complete Profile screen later on. Now, it's authorization and registration we're taking a look at.

Users will have additional fields to fill like profile pic, birth data, first and last name, and phone number. That's why you should store the move.

While it can be an overlooked thing in a small project (which I don't think it should either), when it comes to a medium/large project it's necessary to take in account the fact that we need a clean, modular, testable and robust architecture for our app. If it wasn't so, a lot of headaches will come on the long run, when trying to figure out some bug, implementing new features, changing existing ones and performing a lot of more "mutations" our app might go into.

The goal of a design pattern is to provide a clean standard for how our project will have its files organised, how the components will interact with each other, separating layers so that a change into one is transparent to the others, and, mostly, promoting the reuse of blocks of code.

There are a lot of design patterns that people use for Flutter. Some of the names you might've stepped on are Redux, Provider, InheritedWidget, MobX, MVC, MVP. They are all different (sometimes not so different) ways to manage the state of an app, deciding how it mutates according to the interaction with the user and/or with other environment's agents.

Yay. Well, what happens if your CounterText and FancyCounterText widgets need to be moved somewhere else, let's say in another widget? You're going to need to inject the counter passing it to the constructor, and so on. And what if you need to move/copy that

widget to another part of the app? This will result in an injection nightmare!

Visual Studio Code was first announced on April 29, 2015 by Microsoft at the 2015 Build conference. A preview build was released shortly thereafter.

On November 18, 2015, the source code of Visual Studio Code was released under the MIT License and made available on GitHub. Extension support was also announced.

On April 14, 2016, Visual Studio Code graduated from the public preview stage and was released to the web.

Microsoft has released most of Visual Studio Code's source code on GitHub under the permissive MIT License, while the binary releases by Microsoft are freeware, and include proprietary code.

A community distribution, called VSCodium, is maintained, which provides MIT-licensed binaries.

Instead of a project system, it allows users to open one or more directories, which can then be saved in workspaces for future reuse.

This allows it to operate as a languageagnostic code editor for any language.

It supports many programming languages and a set of features that differs per language. Unwanted files and folders can be excluded from the project tree via the settings.

Many Visual Studio Code features are not exposed through menus or the user interface but can be accessed via the command palette.

Visual Studio Code can be extended via extensions, available through a central repository.

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Visual Studio Code can be extended via extensions, available through a central repository. This includes additions to the editor and language support. A notable feature is the ability to create extensions that add support for new languages, themes, debuggers, time travel debuggers, perform static code analysis, and add code linters using the Language Server Protocol.

Source control is a built-in feature of Visual Studio Code. It has a dedicated tab inside of the menu bar where users can access version control settings and view changes made to the current project. To use the feature, Visual Studio Code must be linked to any supported version control system (Git, Apache Subversion, Perforce, etc.). This allows users to create repositories as well as to make push and pull requests directly from the Visual Studio Code program.

Visual Studio Code allows users to set the code page in which the active document is saved, the newline character, and the programming language of the active document. This allows it to be used on any platform, in any locale, and for any given programming language.

Visual Studio Code collects usage data and sends it to Microsoft, although this can be disabled. Some of the telemetry code is accessible to the public, but according to Visual Studio Code maintainers, some telemetry functionality is also added to the program before it is released with a proprietary license.

The functions described above mean that the use of AR in water tourism can be an important complement and development of this form of travel.

Increasing interest in the observed environment and deepening knowledge about it can provide a basis to motivate an interest in and empathy for marine conservation and education at a global level.

A major area of use of augmented reality in the maritime industry is in ship navigation assistance systems.

The integration of vision systems with thermal and conventional cameras is described in a study by Hugues et al.

The second popular area where augmented reality finds its use is in the education of seafarers.

Virtual ship bridge conditions are being created. The wide possibilities of using new technologies based on virtual and augmented reality for the maritime sector applications are highlighted.

Visual Studio Code includes multiple extensions for [FTP](#), allowing the software to be used as a free alternative for web development.

CHAPTER 2

METHODOLOGY

2.1.MODULE

2.2.1 Navigation Controller

For a Navigation bar I kept a Three app bar as HomePage,Prodict page and Profile page With The Detailed Formet in the below

i)Home Page:

Designing a home page for a Flutter involves creating a central hub where users can access various functionalities and navigate to different sections of the app. Begin by outlining the key features and content that users will interact with most frequently. This could include recent reports, trending insights, quick access to favorite

reports, or personalized recommendations. Organize these elements in a visually appealing layout, ensuring easy navigation and intuitive user experience. Implement widgets to display relevant information, such as report thumbnails, titles, and brief descriptions, leveraging Flutter's rich set of UI components. Integrate functionality for users to interact with the reports directly from the home page, such as tapping to view details or accessing actions like favoriting or sharing. Consider incorporating dynamic elements that update based on user behavior or real-time data changes to keep the home page engaging and relevant. Implement navigation to allow users to seamlessly transition between different sections of the app, such as the explore page, product details, settings, or user profile. Ensure that the home page performs well and loads efficiently, especially if it includes dynamic content or data fetching operations, by optimizing network requests and leveraging Flutter's performance optimization techniques. Finally, focus on delivering a cohesive and polished user experience that aligns with your app's branding and objectives, helping users quickly access the information they need and encouraging further exploration of the reporting module. By following these steps, you can create a compelling home page for your reporting module in Flutter that serves as an effective entry point for users and enhances their overall experience with the app.

ii)Product Page

Creating a product page for a Flutter involves designing a screen where users can view detailed information about a specific report or data product. Begin by designing the layout of your product page, including elements such as report title, description, author, date, key insights, visualizations (if applicable), and any other relevant information. Create widgets to display the details of the report, such as text fields, images, charts/graphs (if data visualization is needed), and buttons for actions like downloading or sharing the

report. Implement the logic to fetch detailed information about the selected report from your backend server or local storage, which could involve making API calls or accessing a database to retrieve the report's content and metadata. Populate the product page with the fetched data, using the widgets created earlier to display the report's title, description, author, date, and other relevant details. If the report contains visualizations, integrate them into the page to provide users with insights at a glance. Implement navigation so that users can easily navigate to the product page from the explore page or any other relevant section of your app, and provide a way for users to navigate back to the explore page or previous screens. Ensure that your product page performs well, especially if dealing with large or complex reports, by optimizing the loading time of data and visualizations and implementing techniques like caching to improve performance. Implement functionality to handle user interactions such as downloading the report, sharing it with others, or accessing related reports or resources, ensuring that these interactions are intuitive and seamless. Manage the state of your product page effectively, especially if the data is dynamic or if users can interact with the report in any way, using Flutter's state management solutions or third-party packages to manage state efficiently. By following these steps, you can create a product page for your reporting module in Flutter that provides users with detailed information about specific reports or data products, enhancing their overall experience with your app.

iii)Profile Page:

Designing a profile page for a Flutter involves creating a personalized space where users can manage their account settings, preferences, and interactions within the app. Begin by outlining the key features and functionality that users will expect to find on their profile page. This could include options to view and edit

their profile information, manage notification settings, access saved or bookmarked reports, and view their activity history. Design a clean and user-friendly layout that organizes these elements logically, making it easy for users to find and interact with the features they need. Implement widgets to display user profile information, such as username, email, profile picture, and any additional details relevant to your app. Provide intuitive controls for users to edit their profile information, update their preferences, and manage their account settings. Integrate functionality for users to view their saved or bookmarked reports directly from the profile page, allowing them to easily access content they've interacted with before. Implement options for users to manage their notification preferences, such as choosing which types of updates or alerts they want to receive from the app. Ensure that the profile page is responsive and adapts well to different screen sizes, providing a consistent experience across devices. Consider incorporating personalization features, such as displaying recommendations based on the user's activity or allowing them to customize their profile with themes or avatars. Finally, focus on delivering a seamless and enjoyable user experience that encourages users to engage with their profile and make the most of the app's features. By following these steps, you can create an effective profile page for your reporting module in Flutter that helps users manage their account and preferences while enhancing their overall experience with the app.

2.2.PROPOSED APPLICATION ARCHITECTURE

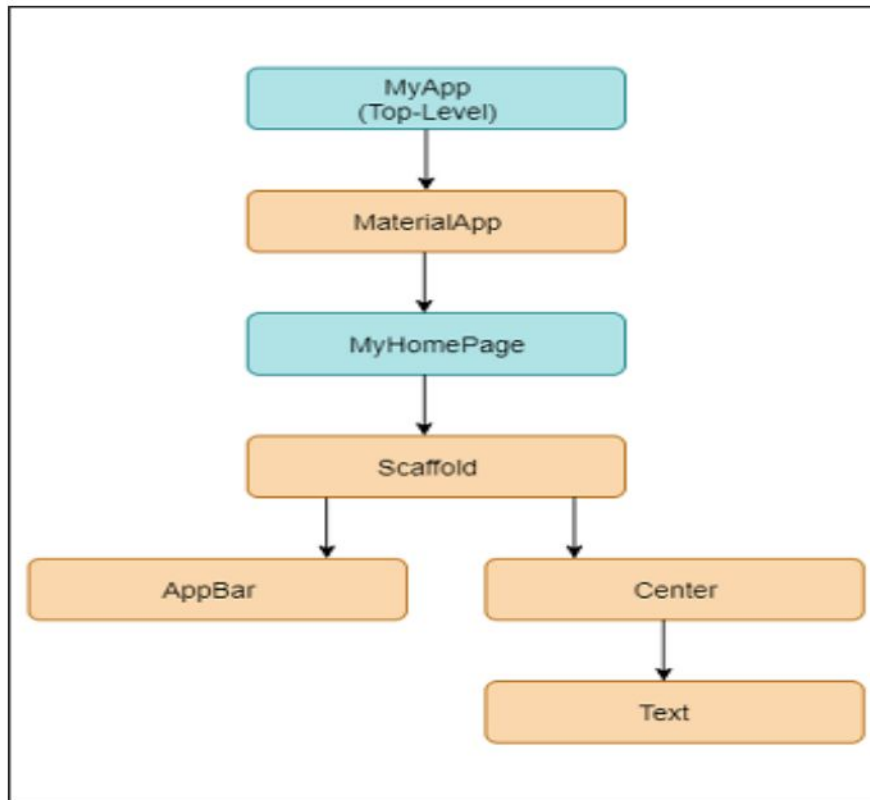


Fig:2.1: Proposed Application Architecture

1.Set Up Navigation:

Use Flutter's navigation system, which typically involves using the MaterialApp widget as the root widget of your app.

Ensure that you have imported the necessary Flutter packages for navigation, such as `package:flutter/material.dart`.

2.Define Routes:

Define routes in the main application file (usually `main.dart`) using the MaterialApp widget's `routes` parameter or the `onGenerateRoute` callback.

Each route should map to a specific page/widget in the application, such as the Home Page, Product Page, and Profile Page.

3.Create Page Widget:

Implement separate widgets for each page, following Flutter's widget structure.

Each widget should represent the UI and functionality of its corresponding page, including layout, content, and interactions.

4.Implement Navigation Bar:

Design a navigation bar UI that contains buttons/icons for navigating to the Home Page, Product Page, and Profile Page.

Use Flutter's built-in navigation widgets like `BottomNavigationBar` or `NavigationBar` to create the navigation bar.

5.Handle Navigation:

Implement event handlers for the navigation bar buttons/icons to navigate to the corresponding pages.

Use Flutter's `Navigator` widget to push/pop pages onto/off the navigation stack when navigating between pages.

6.Pass Data Between Pages:

On iOS, the Flutter engine runs within an iOS shell.

i)`FlutterViewController`: The iOS view controller responsible for displaying your Flutter UI.

ii)`FlutterBinaryMessenger`: Handles communication between the Flutter engine and the iOS platform.

7.Handle Back Navigation:

Ensure that the application handles back navigation correctly by implementing logic to navigate back to the previous page when the

device's back button is pressed or a dedicated back button is tapped.

8.Handle Navigation State:

Manage the navigation state of the application to ensure that the correct page is displayed based on user interactions and the current application state.

Consider using state management solutions like Provider, Riverpod, Redux, or StatefulWidget to manage navigation state.

9.Test Navigation Flow:

Test the navigation flow within the Adore Home application on different devices and screen sizes to ensure that users can navigate between pages seamlessly without encountering any issues.

10.Refine and Iterate:

Gather feedback from testing and iterate on the navigation implementation to address any usability issues, edge cases, or performance concerns.

Continuously refine the navigation flow and user experience based on user feedback and testing results to improve the overall usability of the application.

The backend of a Flutter application encompasses server-side components responsible for data storage, retrieval, and processing. It comprises server-side logic implemented in languages like Python, Node.js, or Go, managing tasks such as authentication, database interaction, and business logic processing. These systems interact with databases, including relational databases like MySQL or NoSQL solutions like MongoDB, to store and retrieve data.

2.2.1 FLOW DIAGRAM

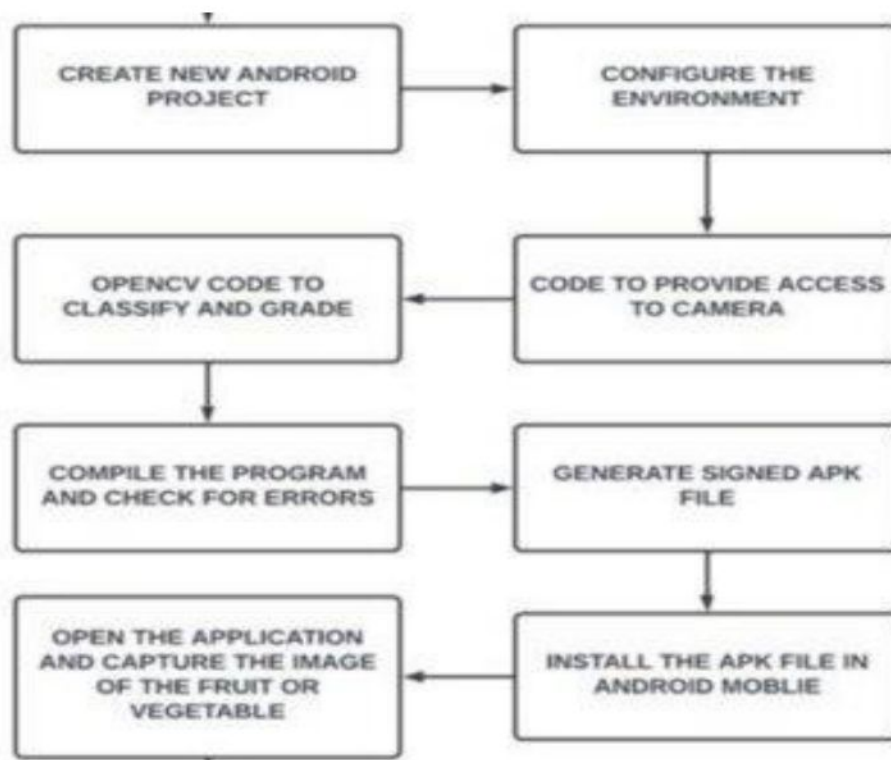


Fig:2.2: Flow Diagram

The following steps are used to describe the above flow diagram:

- i)The user opens the mobile app.
- ii)The app prompts the user to log in or sign up if they don't have an account yet.
- iii)If the user chooses to sign up, they will be taken to the sign-up page.
- iv)If the user is already registered, they can log in directly.

- v) Once the user is logged in, they will be taken to the home page.
- vi) From the home page, the user can access various features of the app such as their profile page, feedback page, message page, mentor selection page, and details page.
- vii) The mentor selection page allows the user to choose a mentor and view their details.
- viii) The details page provides information about the mentor.
- ix) The user can also leave feedback on the app.
- x) The chat feature allows the user to communicate with their mentor.

2.3.ALGORITHM

2.3.1 Home Page:

Provides a comprehensive registration form(signup) with fields for personal information, contact details, and interests, enhancing user profile completeness.

Algorithm:

1. Define the Purpose and Target Audience: Understand the primary goal of the homepage and identify the target audience's preferences.
2. Content Curation: Gather diverse content suitable for the target audience, ensuring alignment with the website's theme and purpose.
3. User Experience (UX) Considerations: Design a visually appealing layout reflecting personalization, with easy navigation across devices.

4. Personalization Features: Implement user-friendly features for personalization, utilizing user data for tailored recommendations.

5. Algorithm for Content Display: Prioritize content based on relevance and popularity, with dynamic display mechanisms.

6. Engagement Tools: Include features for user interaction and social media integration.

7. Performance Optimization: Optimize page loading speed and ensure compatibility with different browsers.

8. Testing and Iteration: Conduct user testing for feedback and iterate for continuous improvement.

9. Monitoring and Analytics: Integrate analytics tools for tracking user behavior and engagement metrics.

10. Content Management System (CMS) Integration: Incorporate a CMS for efficient content management and updates.

2.3.2 Product Page:

Implements secure login functionality with email/password or social login options, providing users with seamless access to the platform.

Algorithm:

1. Define Product Page Objectives: Understand the primary purpose of the product page, such as showcasing products, providing detailed information, and facilitating purchases.
2. Product Selection and Presentation: Curate products that align with the target audience's interests and needs. Present products with high-quality images, detailed descriptions, and relevant specifications.
3. User-Friendly Interface: Design an intuitive and visually appealing layout that makes it easy for users to browse and explore products. Ensure clear navigation, prominent search functionality, and intuitive filtering options.
4. Product Information: Provide comprehensive and accurate information about each product, including pricing, availability, sizes, colors, materials, and any other relevant details. Use clear and concise language to describe features and benefits.
5. Visual Enhancement: Utilize multimedia elements such as videos, 360-degree views, and product demos to enhance the product presentation and provide a more immersive shopping experience.
6. Customization and Personalization: Offer customization options where applicable, allowing users to tailor products to their preferences. Utilize user data to suggest personalized product recommendations based on browsing history or purchase behavior.
7. Reviews and Ratings: Incorporate user-generated content such as customer reviews and ratings to build trust and credibility. Enable customers to leave feedback and share their experiences with the products.
8. Seamless Checkout Process: Streamline the checkout process to minimize friction and make it easy for users to complete their

purchase. Provide multiple payment options, guest checkout, and transparent shipping and return policies.

9. **Cross-Selling and Upselling:** Implement strategies to encourage additional purchases, such as related product recommendations, bundle deals, or limited-time offers.

10. **Performance Optimization:** Optimize page loading speed, ensure mobile responsiveness, and conduct thorough testing to identify and address any usability issues.

2.3.3. Profile Page:

Enables users to update profiles, upload pictures, set availability, and manage notifications, enhancing personalization and user control.

Algorithm:

1. **Profile Page Objectives:** Define the primary purpose of the profile page, such as providing a platform for users to showcase personal information, preferences, and activities.

2. **User Information:** Display basic user information such as name, profile picture, bio, and contact details. Allow users to edit and update their profile information easily.

3. **Personalization Options:** Offer customization features that allow users to personalize their profile page, such as choosing a profile theme or background image.

4. **Activity Feed:** Provide a feed or timeline where users can view their recent activities, such as posts, comments, likes, and interactions with other users.

5. **Social Connections:** Enable users to connect with friends, followers, or other users on the platform. Display a list of followers

and following, along with options to send friend requests or follow other users.

6.Privacy Settings: Implement privacy settings that allow users to control who can view their profile information and activities.

7.Provide options to adjust privacy settings for different types of content.

8.Portfolio or Showcase: Allow users to showcase their work, achievements, or projects on their profile page. Provide sections for portfolios, galleries, or links to external portfolios.

9.Interactivity: Include interactive elements such as buttons for liking, commenting, or sharing content. Enable users to engage with each other's profiles through comments, messages, or mentions.

10.Badge or Achievement System: Implement a badge or achievement system to recognize users' contributions, milestones, or accomplishments. Display badges or achievements earned on the profile page.

2.4.INSTALLATION AND DEVELOPMENT

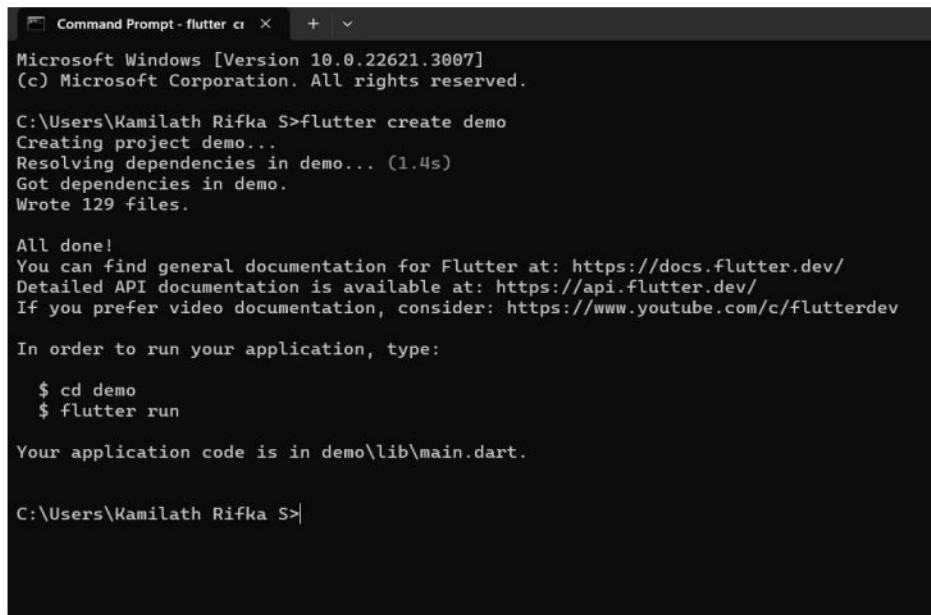
1.Development Environment:

Flutter and Dart need to be installed on the developer's machine.

IDEs like Visual Studio Code or Android Studio for coding.

2.Create Project:

```
>>flutter create Adore_Home
```



```
Command Prompt - flutter ci x + v
Microsoft Windows [Version 10.0.22621.3007]
(c) Microsoft Corporation. All rights reserved.

C:\Users\Kamilath Rifka S>flutter create demo
Creating project demo...
Resolving dependencies in demo... (1.4s)
Got dependencies in demo.
Wrote 129 files.

All done!
You can find general documentation for Flutter at: https://docs.flutter.dev/
Detailed API documentation is available at: https://api.flutter.dev/
If you prefer video documentation, consider: https://www.youtube.com/c/flutterdev

In order to run your application, type:

$ cd demo
$ flutter run

Your application code is in demo\lib\main.dart.

C:\Users\Kamilath Rifka S>
```

Fig:2.4: Project Creation

3.Development Tools:

Flutter commands used for testing and building the application.Real-time testing on Android and iOS devices.

Fig:2.7: Flutter Run

4.Deployment Process:

Firebase used for hosting the web version of the application.
Seamless deployment using Flutter and Firebase commands.

CHAPTER 3

RESULTS AND DISCUSSION

In interpreting the results, it is paramount to ground them within a robust theoretical framework. The theoretical explanation serves as a lens through which the findings are analyzed and understood. By aligning the results with relevant theories or concepts, one can derive deeper insights into their significance and implications.

ii)loginPage.dart: This file likely contains the UI and logic for user login. It includes form fields for entering credentials and a mechanism to authenticate users.

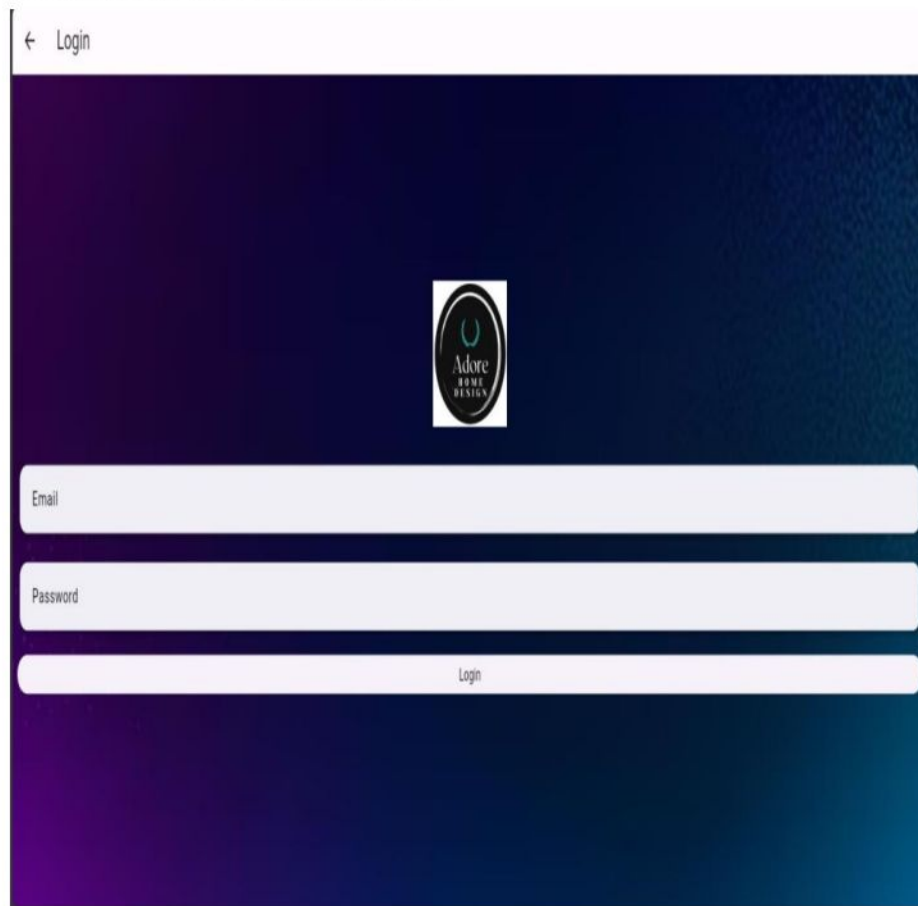


Fig:3.1: Login Page

ii)HomePage.dart :The homepage serves as the digital storefront, the initial point of contact between users and the site's content or services. Its effectiveness hinges on various factors, including visual appeal, navigational ease, and content relevance.

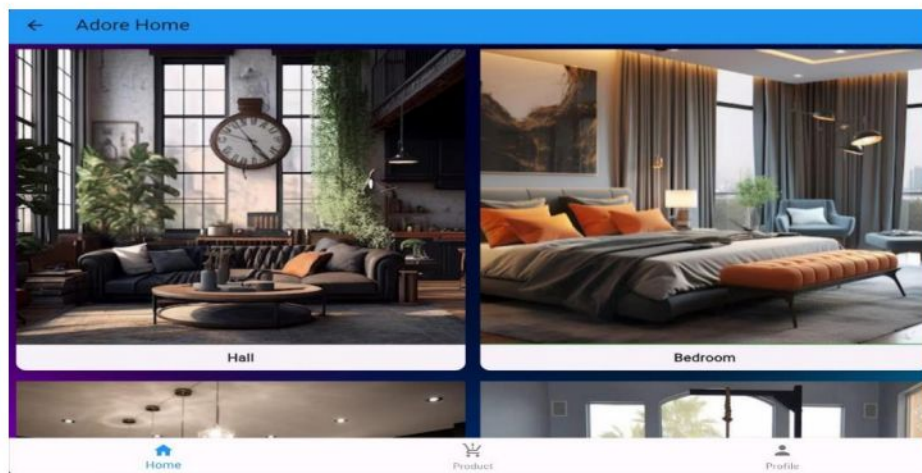


Fig 3.2 Home Page

iii)Product Page.dart: The product page acts as a pivotal touchpoint where potential customers assess the features, benefits, and suitability of the products on offer. Analyzing user behavior metrics such as conversion rates, add-to-cart rates, and bounce rates offers insights into the effectiveness of the page in driving salesretaining.

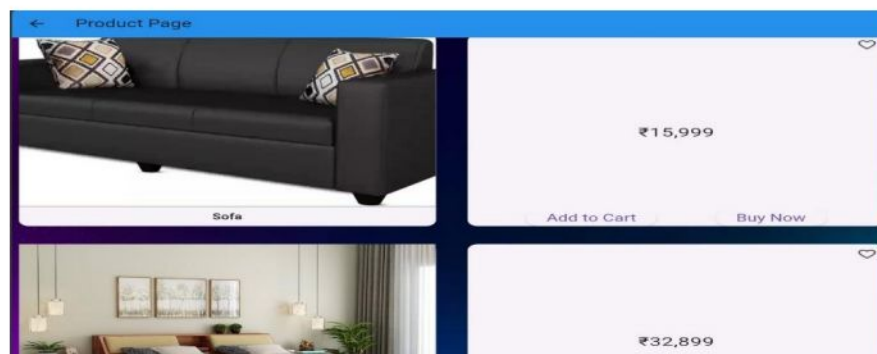


Fig:3.3 Product Page

iv)Profile Page: The profile page serves as a digital representation of an individual's identity, preferences, and

activities within the community. By examining user interactions such as profile views, updates, connections, and engagement with content, one can gain insights into users' self-expression and social interactions.



Fig:3.4: Profile Page

v)HomeOne Page: The homepage serves as the first point of contact for users, shaping their initial impressions and guiding their navigation journey. By analyzing user engagement metrics such as bounce rates, session duration, and click-through rates, one can assess the effectiveness of the homepage in capturing and retaining user interest.

homepage results encompass principles of user experience design, information architecture, and cognitive psychology, aimed at optimizing the homepage's layout, content presentation, and navigation flow to enhance user engagement and achieve the site's objectives.

homepage involves understanding its role as the digital gateway to a website or platform.

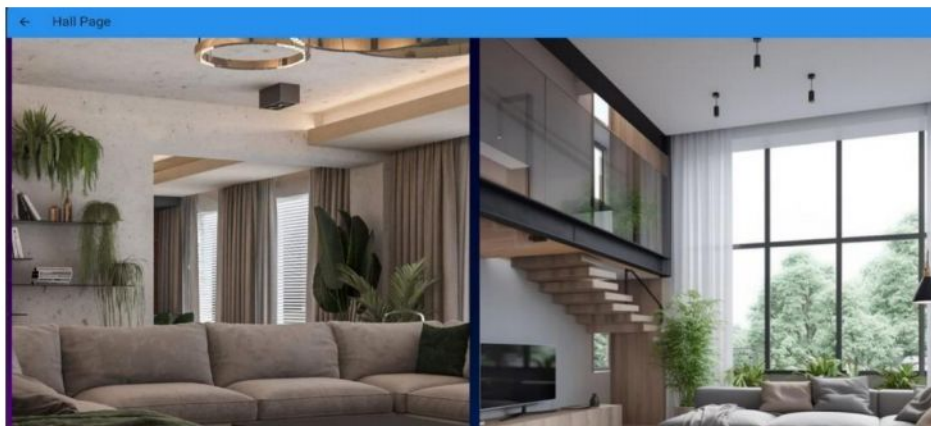


Fig:3.5: HomeOne Page

Dart code:

```

File Edit Selection View Go Run Terminal Help
ADORE HOME

main.dart x loginPage.dart main.dart homeOne.dart productPage.dart TableCard.jpg bedroomPage.dart KitchenPage.dart
project > lib > main.dart > ADOREHOME > @ build
1 import 'package:flutter/material.dart';
2 import 'loginPage.dart'; // import the login page
3
4 void main() {
5   runApp(AdoreHome());
6 }
7
8 class AdoreHome extends StatelessWidget {
9   @override
10  Widget build(BuildContext context) {
11    return MaterialApp(
12      title: 'Adore Home',
13      theme: ThemeData(
14        primarySwatch: Colors.blue,
15      ), // ThemeData
16      debugShowCheckedBanner: false,
17      home: TravelPlanScreenPage(),
18    ); // MaterialApp
19  }
20
21
22 class TravelPlanScreenPage extends StatelessWidget {
23   @override
24   Widget build(BuildContext context) {
25     return Scaffold(
26       appBar: AppBar(
27         title: Text('Adore Home'),
28         leading: Image.asset(
29           'assets/logo - jpg',
30           height: 40,
31         ), // Image.asset
32       ), // AppBar
33       body: Container(
34         decoration: BoxDecoration(
35           image: DecorationImage(
36             image: AssetImage('assets/60.jpg'),
  
```

Fig:3.6: Main Dart Code

CHAPTER 4

CONCLUSION AND FUTURE WORK

4.1. CONCLUSION

In conclusion, the Adore Home project represents a meticulous endeavor in creating a digital platform that harmonizes aesthetic appeal with functional efficiency. Through a comprehensive analysis of user needs, preferences, and behavior, the project team has crafted a homepage that serves as an inviting gateway to the world of home decor and lifestyle inspiration. By integrating user-centric design principles, intuitive navigation elements, and visually captivating imagery, the Adore Home homepage captivates visitors from the moment they arrive, fostering engagement and exploration.

Throughout the project journey, rigorous testing and iteration have ensured that the homepage not only meets but exceeds user expectations, providing a seamless and enjoyable browsing experience across devices. The incorporation of personalized features and dynamic content displays adds a layer of individuality, allowing users to tailor their interactions with the platform to suit their unique tastes and interests.

Looking ahead, the success of the Adore Home project lays a solid foundation for continued growth and innovation. By leveraging insights gleaned from user feedback and analytics, the project team can refine and enhance the homepage further, staying attuned to evolving trends and user preferences in the dynamic realm of home decor and lifestyle.

Ultimately, the Adore Home project stands as a testament to the power of thoughtful design, user-centricity, and continuous improvement in creating digital experiences that inspire and delight. As users continue to embrace the platform as a trusted source of

inspiration and discovery, the Adore Home homepage remains poised to elevate the journey of home enthusiasts worldwide.

4.2. FUTURE WORK

Virtual Room Design:

Users can select a room template or upload a photo of their own space and experiment with different furniture layouts, paint colors, decor items, and lighting options.

Product Integration:

The virtual design studio would seamlessly integrate with Adore Home's product catalog, allowing users to browse and add furniture and decor items directly to their virtual rooms.

Customization Options:

Users can customize furniture finishes, fabric colors, and other design elements to match their personal style preferences.

Collaboration Tools:

The platform would enable users to share their virtual designs with friends, family, or professional designers for feedback and collaboration.

Design Inspiration:

Curated design inspiration galleries and mood boards would provide users with ideas and inspiration for their virtual design projects.

Expert Advice:

Access to virtual design consultations with professional interior designers for personalized advice and recommendations.

AR/VR Compatibility:

The virtual design studio would be accessible across various devices, including smartphones, tablets, and VR headsets, offering users flexibility in how they engage with the platform.

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URL: <https://medium.com/@mjohnson/innovative-use-of-flutter-ineducational-app-development-39a7168b45e7>

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Website: Harvard Business Review

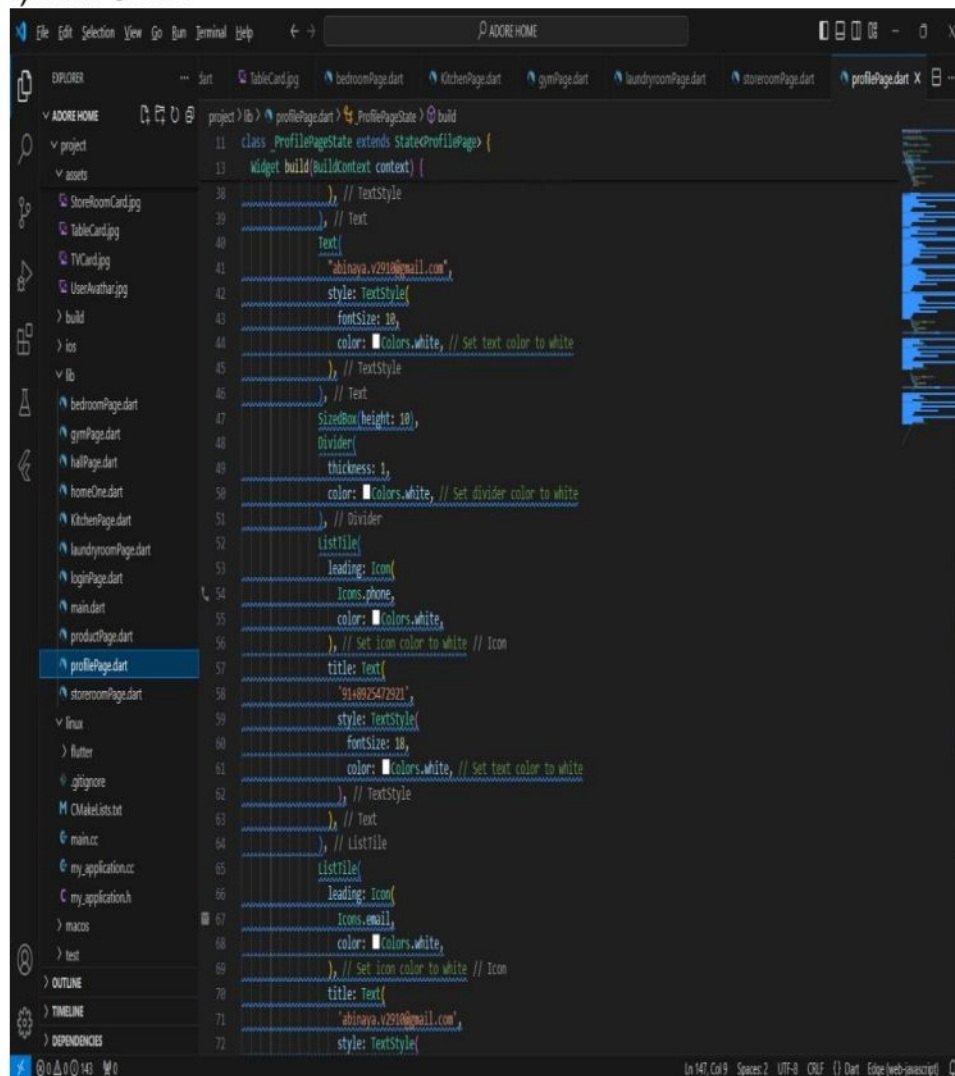
URL: <https://hbr.org/2023/09/strategies-for-successful-industryacademia-collaboration>

Publication Date: September 10, 2023

APPENDICES

A.SAMPLE CODE

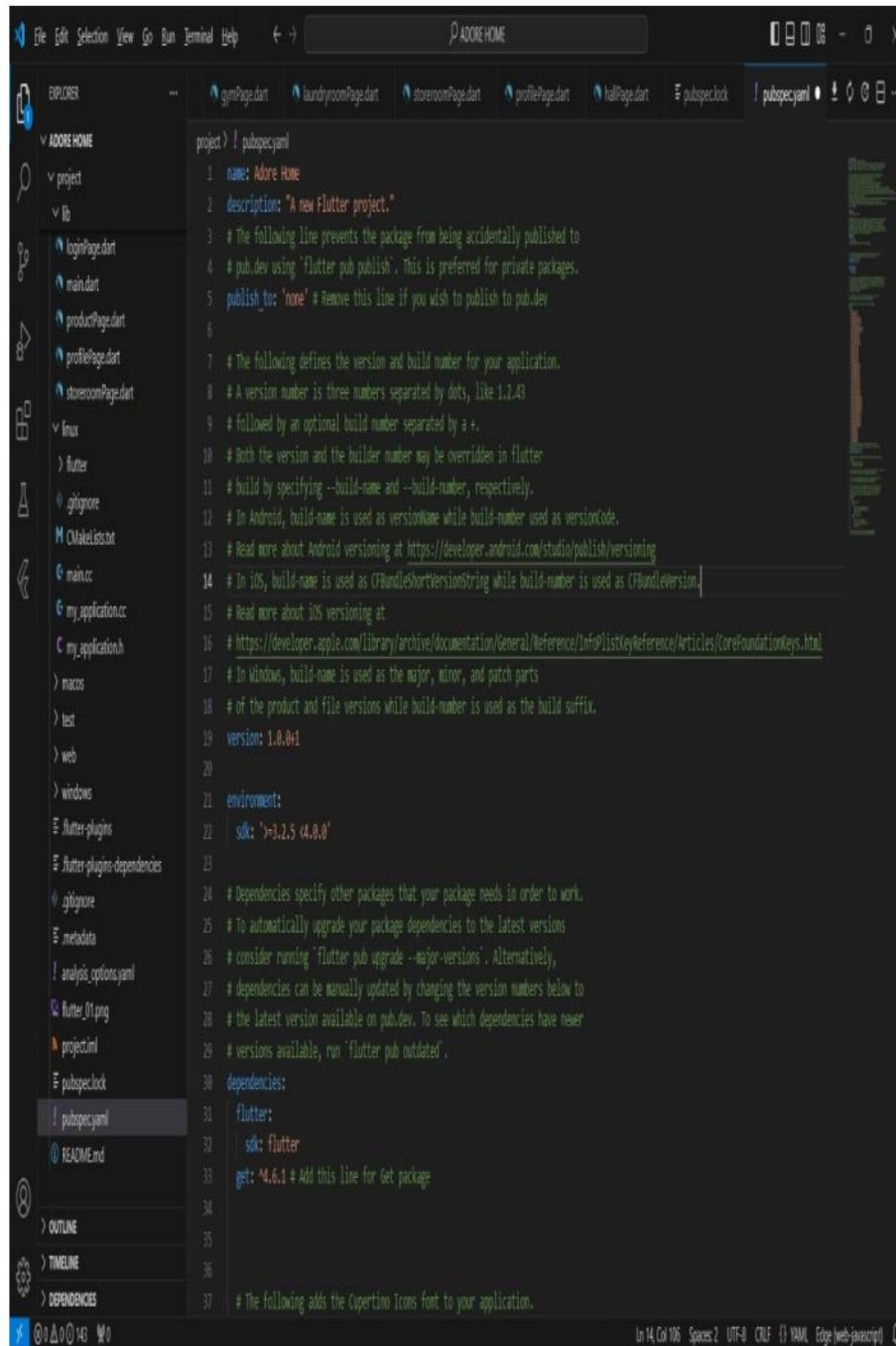
i)Main Code:



The screenshot shows an IDE window with a file explorer on the left and a code editor on the right. The file explorer shows a project structure with folders like 'project', 'assets', 'build', 'ios', 'lib', 'linux', 'macos', 'test', and 'dependencies'. The 'lib' folder is expanded, showing files like 'bedroomPage.dart', 'gymPage.dart', 'hallPage.dart', 'homeOne.dart', 'kitchenPage.dart', 'laundryroomPage.dart', 'loginPage.dart', 'main.dart', 'productPage.dart', 'profilePage.dart', and 'storeroomPage.dart'. The 'profilePage.dart' file is selected. The code editor shows the following Dart code:

```
11 class ProfilePageState extends State<ProfilePage> {
12   Widget build(BuildContext context) {
13     // TextStyle
14     // Text
15     Text(
16       "abhinava.v291@gmail.com",
17       style: TextStyle(
18         fontSize: 18,
19         color: Colors.white, // Set text color to white
20       ), // TextStyle
21     ), // Text
22     SizedBox(height: 10),
23     Divider(
24       thickness: 1,
25       color: Colors.white, // Set divider color to white
26     ), // Divider
27     ListTile(
28       leading: Icon(
29         Icons.phone,
30         color: Colors.white,
31       ), // Set icon color to white // Icon
32       title: Text(
33         "9148925478921",
34         style: TextStyle(
35           fontSize: 18,
36           color: Colors.white, // Set text color to white
37         ), // TextStyle
38       ), // Text
39       // ListTile
40     ), // ListTile
41     ListTile(
42       leading: Icon(
43         Icons.email,
44         color: Colors.white,
45       ), // Set icon color to white // Icon
46       title: Text(
47         "abhinava.v291@gmail.com",
48       ), // Text
49       style: TextStyle(
50       // ... (rest of the code is obscured by a blue bar on the right)
```

ii)pubspec.yaml



```
project > | pubspec.yaml
1  name: Adore Home
2  description: "A new Flutter project."
3  # The following line prevents the package from being accidentally published to
4  # pub.dev using "flutter pub publish". This is preferred for private packages.
5  publish_to: 'none' # Remove this line if you wish to publish to pub.dev
6
7  # The following defines the version and build number for your application.
8  # A version number is three numbers separated by dots, like 1.2.43
9  # followed by an optional build number separated by a +.
10 # Both the version and the build number may be overridden in flutter
11 # build by specifying --build-name and --build-number, respectively.
12 # In Android, build-name is used as versionName while build-number is used as versionCode.
13 # Read more about Android versioning at https://developer.android.com/studio/publish/versioning
14 # In iOS, build-name is used as CFBundleShortVersionString while build-number is used as CFBundleVersion.
15 # Read more about iOS versioning at
16 # https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/Articles/CoreFoundationKeys.html
17 # In Windows, build-name is used as the major, minor, and patch parts
18 # of the product and file versions while build-number is used as the build suffix.
19 version: 1.0.0+1
20
21 environment:
22   sdk: >=3.2.5 <4.0.0
23
24 # Dependencies specify other packages that your package needs in order to work.
25 # To automatically upgrade your package dependencies to the latest versions
26 # consider running "flutter pub upgrade --major-versions". Alternatively,
27 # dependencies can be manually updated by changing the version numbers below to
28 # the latest version available on pub.dev. To see which dependencies have newer
29 # versions available, run "flutter pub outdated".
30 dependencies:
31   flutter:
32     sdk: flutter
33   get: ^4.6.1 # Add this line for Get package
34
35
36
37 # The following adds the Cupertino Icons font to your application.
```

B.SCREEN SHOTS

i)Login page

```
PROBLEMS 143 DEBUG CONSOLE OUTPUT TERMINAL PORTS
PS C:\ADORE HOME> cd project
PS C:\ADORE HOME\project> flutter pub get
Resolving dependencies...
cupertino_icons 1.0.6 (1.0.8 available)
flutter_lints 2.0.3 (3.0.2 available)
lints 2.1.1 (3.0.0 available)
matcher 0.12.16 (0.12.16+1 available)
material_color_utilities 0.5.0 (0.11.1 available)
meta 1.10.0 (1.14.0 available)
path 1.8.3 (1.9.0 available)
test_api 0.6.1 (0.7.1 available)
web 0.3.0 (0.5.1 available)
```

```
PROBLEMS 143 DEBUG CONSOLE OUTPUT TERMINAL PORTS
Got dependencies!
9 packages have newer versions incompatible with dependency constraints.
Try 'flutter pub outdated' for more information.
PS C:\ADORE HOME\project> flutter pub add fluttertoast
"fluttertoast" is already in "dependencies". Will try to update the constraint.
Resolving dependencies...
cupertino_icons 1.0.6 (1.0.8 available)
flutter_lints 2.0.3 (3.0.2 available)
lints 2.1.1 (3.0.0 available)
matcher 0.12.16 (0.12.16+1 available)
material_color_utilities 0.5.0 (0.11.1 available)
meta 1.10.0 (1.14.0 available)
```

```
PROBLEMS 143 DEBUG CONSOLE OUTPUT TERMINAL PORTS
path 1.8.3 (1.9.0 available)
test_api 0.6.1 (0.7.1 available)
web 0.3.0 (0.5.1 available)
Got dependencies!
9 packages have newer versions incompatible with dependency constraints.
Try 'flutter pub outdated' for more information.
PS C:\ADORE HOME\project> flutter run
Connected devices:
Windows (desktop) • windows • windows-x64 • Microsoft Windows [Version 10.0.22631.3296]
Chrome (web) • chrome • web-javascript • Google Chrome 128.0.6699.225
Edge (web) • edge • web-javascript • Microsoft Edge 124.0.2478.51
[1]: Windows (windows)
```

← Login

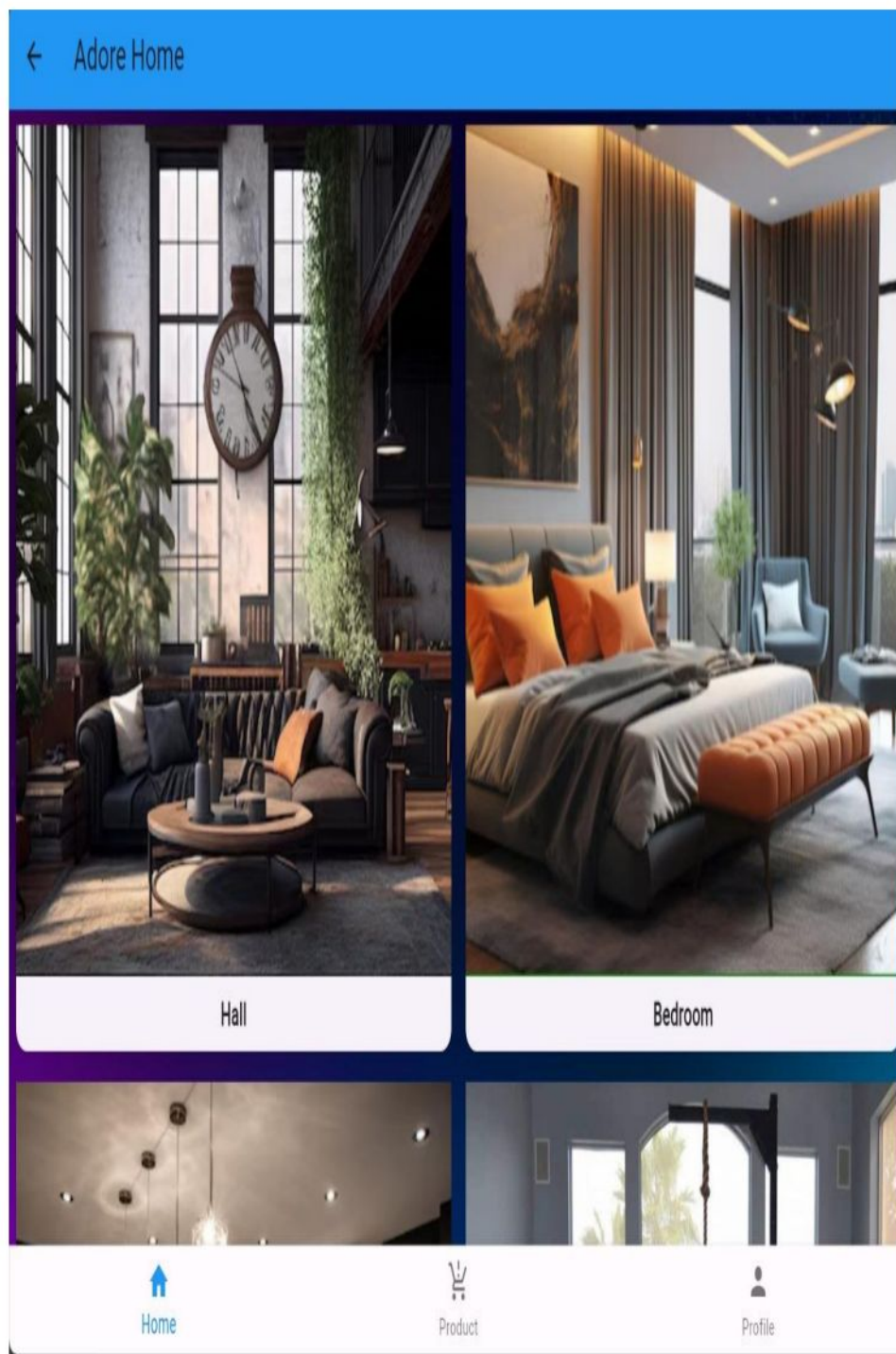


Email

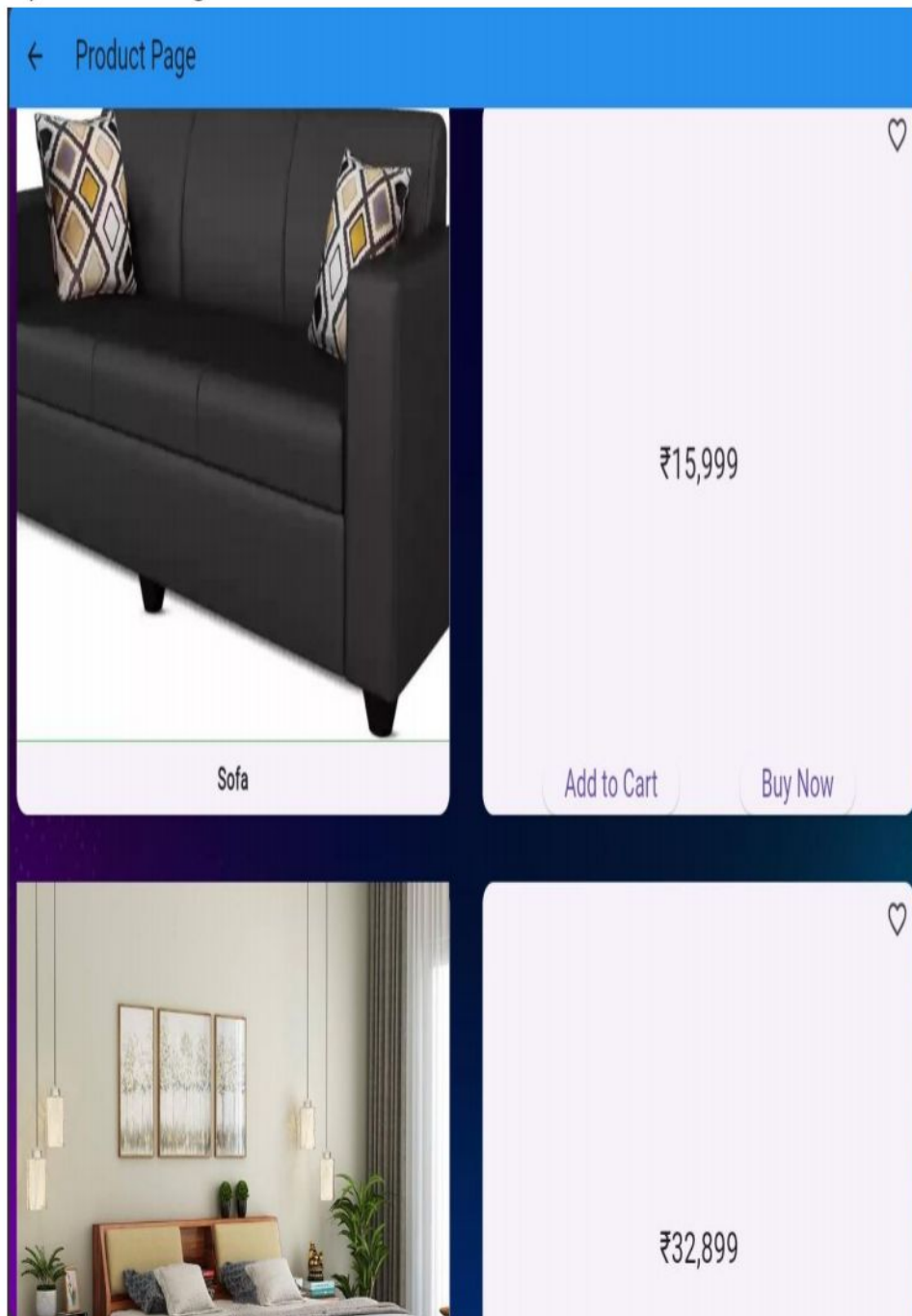
Password

Login

ii)Homepage



iii)Product Page



iv) Profile Page

