

APP DEVELOPMENT

Setup for MAC OS

The actual code to change the path permanently

```
export PATH="$PATH:$(pwd)/flutter/bin"
```

Step wise method to set up flutter in your MAC OS:-

Refer to the website <https://docs.flutter.dev/get-started/install/macos#android-setup>

This will setup the required environment needed for you to set up flutter in your mac.

Another thing to refer is the video <https://www.youtube.com/watch?v=fEfMYAAeHmY>

Coming on the steps to set up flutter:-

1. Use the command to set up the environment on your mac os "sudo softwareupdate

```
aadityajain@AADITYAs-MacBook-Pro ~ % sudo gem install activesupport -v 6.1.7.3
Password:
Fetching activesupport-6.1.7.3.gem
Fetching zeitwerk-2.6.8.gem
Successfully installed zeitwerk-2.6.8
Successfully installed activesupport-6.1.7.3
Parsing documentation for zeitwerk-2.6.8
Installing ri documentation for zeitwerk-2.6.8
Parsing documentation for activesupport-6.1.7.3
Installing ri documentation for activesupport-6.1.7.3
Done installing documentation for zeitwerk, activesupport after 2 seconds
2 gems installed
aadityajain@AADITYAs-MacBook-Pro ~ % sudo gem install cocoapods
Successfully installed cocoapods-core-1.12.1
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```

--install-rosetta
--agree-to-license"

2. Download the package according to the core of your mac book from the website mentioned above.

3. Now set a path where you will keep the downloaded file

(later will be mentioned as the SDK file). The commands in the tutorial may include the path that is a folder present in the downloads section.

4. Use the below commands to go to the required directories

```
cd ~/development
```

```
unzip ~/Downloads/flutter_macos_3.10.5-stable.zip
```

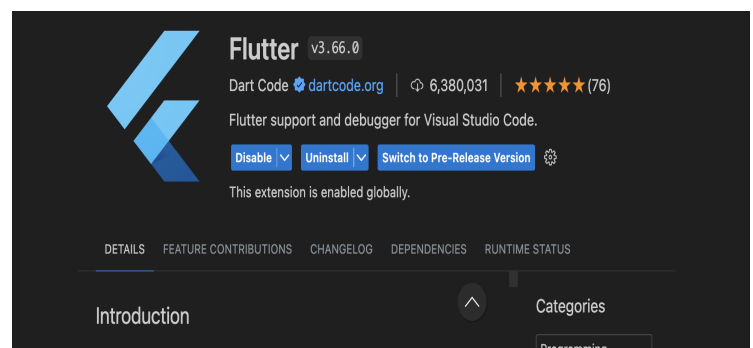
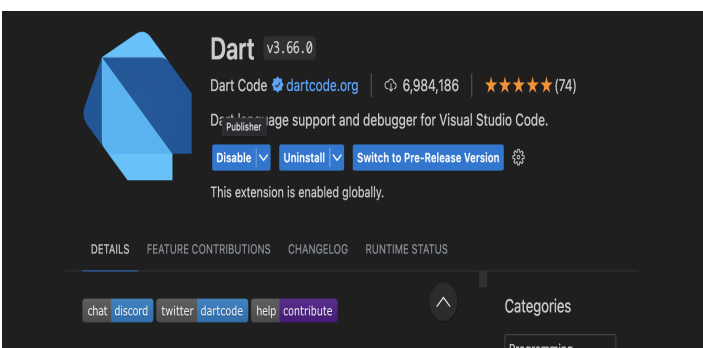
5. Right now if you type the flutter commands on any given window of your terminal it won't recognize them so to solve this we need to permanently change its path. for this Try to open a file with the command "open ~/.zshrc"

If the file doesn't exists then create one with the command "touch ~/.zshrc"

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Add the lines “export ANDROID_HOME=/Users/(username)/Library/Android/sdk
export PATH=\$PATH:\$ANDROID_HOME/tools
export PATH=\$PATH:\$ANDROID_HOME/platform-tools
export PATH="\$PATH:/Users/(username)/Downloads/development/flutter/bin" in the file

6. After this you need some softwares downloaded in your mac which include
 1. VS Code
 2. X Code
 3. Android Studio (download each from their respective official sites)
7. Now run a command “flutter doctor” on your terminal and check on what all points you receive a red cross. (The ways to solve each cross will be discussed later.)
8. Open VS Code and download the extensions flutter and dart.



9. On android studio install the flutter and dart plugins. The rest of the settings on X code and Android studio code are to be done according to the above mentioned video. Make sure you download the files in the correct directory and install the packages that you require for your app.

Coming on how to correct individual crosses:-

1. For the flutter channel cross use the commands “flutter channel stable” and then “flutter upgrade”. Also make sure that your SDK file is in the correct directory.
2. For the android tool chain, run the following command **flutter config --android-sdk "/Users/username/Library/Android/sdk"**. after this it will ask you to restart your editor. Just run the “flutter doctor” command again and then to accept all the required permissions run the command “**flutter doctor --android-licenses**”. Now type y to accept every permission.
3. For the x code error just install the x code application properly and make the required changes in the applications settings from the

```
development — zsh — 97x27
! Doctor found issues in 1 category.
aadityajain@AADIYAS-MBP development % flutter config --android-sdk "/Users/aadityajain/Library/Android/sdk"
Setting "android-sdk" value to "/Users/aadityajain/Library/Android/sdk".

You may need to restart any open editors for them to read new settings.
(aadityajain@AADIYAS-MBP development % flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, 3.10.5, on macOS 13.4 22F66 darwin-arm64, locale en-IN)
[!] Android toolchain - develop for Android devices (Android SDK version 34.0.0)
    ! Some Android licenses not accepted. To resolve this, run: flutter doctor --android-licenses
[✓] Xcode - develop for iOS and macOS (Xcode 14.3.1)
[✓] Chrome - develop for the web
[✓] Android Studio (version 2022.2)
[✓] VS Code (version 1.78.2)
[✓] Connected device (2 available)
[✓] Network resources

! Doctor found issues in 1 category.
aadityajain@AADIYAS-MBP development % flutter doctor --android-licenses

[=====] 100% Computing updates...
6 of 7 SDK package licenses not accepted.
Review licenses that have not been accepted (y/N)? y
1/6: License android-googletv-license:
```

above video. The reference website being

<https://docs.flutter.dev/get-started/install/macos#android-setup> the xcode install section.

Use the following commands “**sudo xcode-select --switch**

/Applications/Xcode.app/Contents/Developer” and

“**sudo xcodebuild -runFirstLaunch**”

4. To open your simulator use the command “**open -a Simulator**”.
5. The same x code error will ask you to download cocoa pods to set up the complete environment. Run the command “**sudo gem uninstall ffi && sudo gem install ffi -- --enable-libffi-alloc**” after this enter the password of your mac and let it run. Use y to allow uninstallation.
6. Now use the command “**sudo gem install cocoapods**” and if it shows a similar error use the following commands “**gem install activesupport -v 6.1.7.3**” and then “**sudo gem install cocoapods**”. If it asks for write permissions use the command “**sudo gem install activesupport -v 6.1.7.3**”.

```
aadityajain@AADITYAs-MacBook-Pro ~ % sudo gem uninstall ffi && sudo gem install ffi -- --enable-libffi-alloc

You have requested to uninstall the gem:
  ffi-1.15.5

ethon-0.16.0 depends on ffi (>= 1.15.0)
If you remove this gem, these dependencies will not be met.
Continue with Uninstall? [yN] y
Successfully uninstalled ffi-1.15.5
Fetching ffi-1.15.5.gem
Building native extensions with: '--enable-libffi-alloc'
This could take a while...
Successfully installed ffi-1.15.5
Parsing documentation for ffi-1.15.5
Installing ri documentation for ffi-1.15.5
Done installing documentation for ffi after 20 seconds
1 gem installed
aadityajain@AADITYAs-MacBook-Pro ~ % sudo gem install cocoapods

^CERROR: Interrupted
aadityajain@AADITYAs-MacBook-Pro ~ % sudo gem install cocoapods

ERROR: Error installing cocoapods:
  The last version of activesupport (>= 5.0, < 8) to support your Ruby & RubyGems was 6.1.7.3. Try installing it with 'gem install activesupport -v 6.1.7.3' and then running the current command a
in
  activesupport requires Ruby version >= 2.7.0. The current ruby version is 2.6.10.210.
aadityajain@AADITYAs-MacBook-Pro ~ % gem install activesupport -v 6.1.7.3
ERROR: Could not find a valid gem 'activesupport' (= 6.1.7.3) in any repository
ERROR: Possible alternatives: activesupport, jactive_support, inactive_support, reactive_support, activeexport
aadityajain@AADITYAs-MacBook-Pro ~ % gem install activesupport -v 6.1.7.3
ERROR: While executing gem ... (Gem::FilePermissionError)
  You don't have write permissions for the /Library/Ruby/Gems/2.6.0 directory.
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```

- 7.

8. Run “flutter doctor” command again and check if everything is resolved or not. For more problems you can contact us individually.
9. For the android studio errors you mainly need to install the command line. The link to the command lines is [commandlinetools-mac-9477386_latest.zip](#).
10. Now open VS Code and use the command palette to start a new flutter project and once it opens its main.dart, change the device used for display to be the ios simulator. Now run the code. If the code shows some error simply type “flutter run” command on the terminal.

Rest all the issues will be taken up separately

The program can also be run through the Android Studio app.