Name: Aaryan Kalbhor

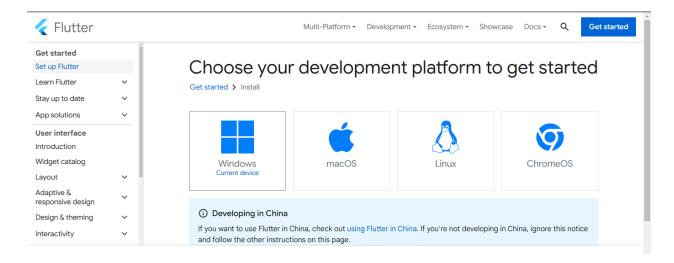
Div: D15B Roll No: 26

EXP 1: Installation and Configuration of Flutter Environment.

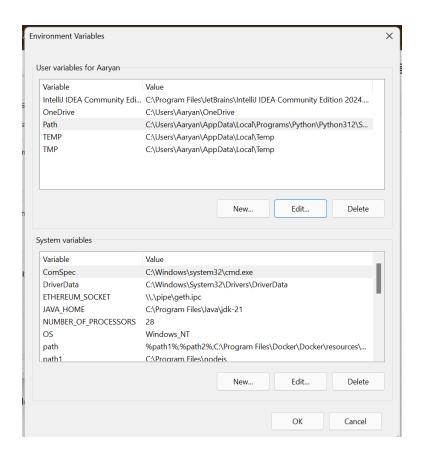
Aim: To install and configure the Flutter Environment, also install Android Studio.

Install the Flutter SDK

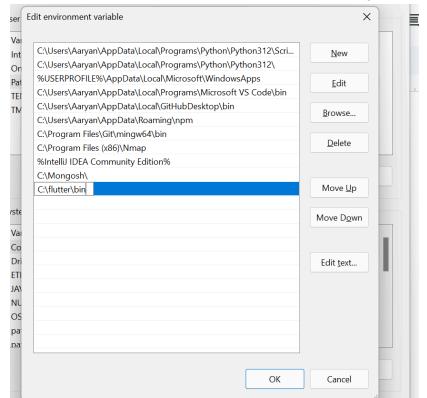
Step 1: Download the installation bundle of the Flutter Software Development Kit for windows. To download Flutter SDK, Go to its official website https://docs.flutter.dev/get-started/install, you will get the following screen.



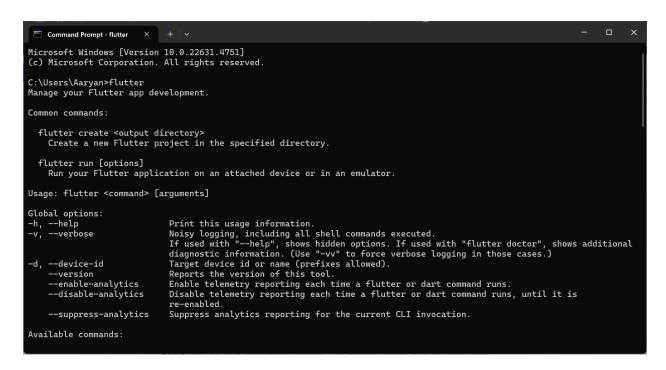
- **Step 2:** Next, to download the latest Flutter SDK, click on the Windows icon. Here, you will find the download link for SDK.
- **Step 3:** When your download is complete, extract the zip file and place it in the desired installation folder or location, for example, C: /Flutter.
- **Step 4:** To run the Flutter command in regular windows console, you need to update the system path to include the flutter bin directory. The following steps are required to do this:
- **Step 4.1:** Go to MyComputer properties -> advanced tab -> environment variables. You will get the following screen.



Step 4.2: Now, select path -> click on edit. The following screen appears



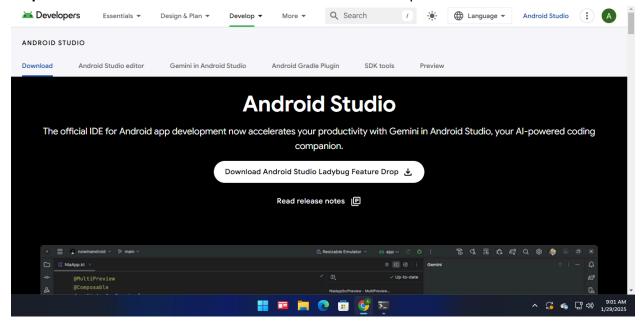
Step 4.3: In the above window, click on New->write path of Flutter bin folder in variable value **Step 5:** Now, run the \$ flutter command in command prompt.



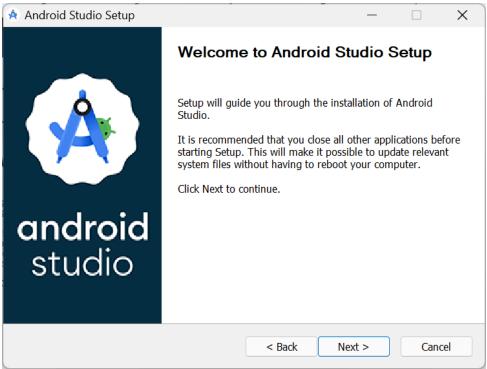
Step 6: Now, run the \$ flutter doctor command. This command checks for all the requirements of Flutter app development and displays a report of the status of your Flutter installation., you will find the details of all missing tools, which required to run Flutter as well as the development tools that are available but not connected with the device.

Step 7: Install the Android SDK. If the flutter doctor command does not find the Android SDK tool in your system, then you need first to install the Android Studio IDE. To install Android Studio IDE, do the following steps.

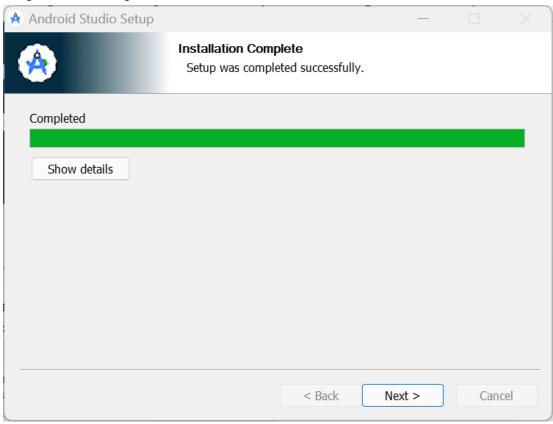
Step 7.1: Download the latest Android Studio executable or zip file from the official site.



Step 7.2: When the download is complete, open the .exe file and run it. You will get the following dialog box.



Step 7.3: Follow the steps of the installation wizard. Once the installation wizard completes, you will get the following screen.



Step 7.4: In the above screen, click Next-> Finish.

Step 7.5: run the \$ flutter doctor command and Run flutter doctor --android-licenses command.

```
Command Prompt
nment or any agency thereof or the foreign government from where it is shipping requires an export license, or other gov
ernmental approval, without first obtaining such license or approval. Recipient also agrees to implement measures to ens
ure that foreign national employees are authorized to receive any information controlled by U.S. export control laws. An
export is "deemed" to take place when information is released to a foreign national wherever located.
10.7 Special Terms for Pre-Release Materials. If so indicated in the description of the Evaluation Software, the Evaluat ion Software may contain Pre-Release Materials. Recipient hereby understands, acknowledges and agrees that: (i) Pre-Rele ase Materials may not be fully tested and may contain bugs or errors; (ii) Pre-Release materials are not suitable for commercial release in their current state; (iii) regulatory approvals for Pre-Release Materials (such as UL or FCC) have not been obtained, and Pre-Release Materials may therefore not be certified for use in certain countries or environments or may not be suitable for certain applications and (iv) MIPS can provide no assurance that it will ever produce or make generally available a production version of the Pre-Release Materials. MIPS is not under any obligation to develop and for release or offer for sale or license a final product based upon the Pre-Release Materials and may unilaterally elections and the pre-Pelease Materials or any such development platform at any time and without any obligation or liability and the pre-Pelease Materials or any such development platform at any time and without any obligation or liability and the pre-Pelease Materials or any such development platform at any time and without any obligation or liability.
  to abandon the Pre-Release Materials or any such development platform at any time and without any obligation or liabili
ty whatsoever to Recipient or any other person.
ANY PRE-RELEASE MATERIALS ARE NON-QUALIFIED AND, AS SUCH, ARE PROVIDED ?AS IS? AND ?AS AVAILABLE?, POSSIBLY WITH FAULTS, AND WITHOUT REPRESENTATION OR WARRANTY OF ANY KIND.
10.8 Open Source Software. In the event Open Source software is included with Evaluation Software, such Open Source soft
ware is licensed pursuant to the applicable Open Source software license agreement identified in the Open Source software comments in the applicable source code file(s) and/or file header as indicated in the Evaluation Software. Additional detail may be available (where applicable) in the accompanying on-line documentation. With respect to the Open Source so
ftware, nothing in this Agreement limits any rights under, or grants rights that supersede, the terms of any applicable
Open Source software license agreement.
Accept? (y/N): y
All SDK package licenses accepted
C:\Users\Aaryan>
   C:\Users\Aaryan>sdkmanager --version
    C:\Users\Aaryan>flutter doctor
   Doctor summary (to see all details, run flutter doctor -v):

[/] Flutter (Channel stable, 3.27.3, on Microsoft Windows [Version 10.0.22631.4751], locale en-ID)

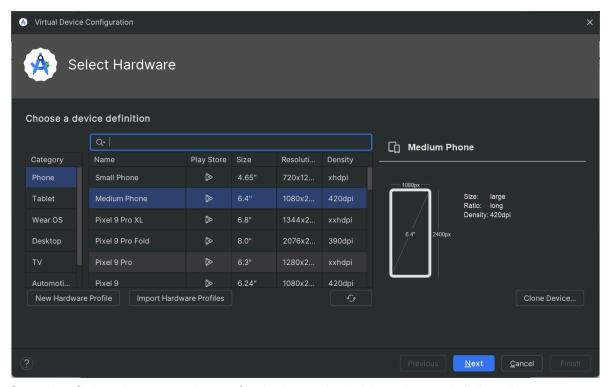
[/] Windows Version (Installed version of Windows is version 10 or higher)

[/] Android toolchain - develop for Android devices (Android SDK version 35.0.1)
             Chrome - develop for the web
Visual Studio - develop Windows apps
X Visual Studio not installed; this is necessary to develop Windows apps.
             Download at https://visualstudio.microsoft.com/downloads/.
Please install the "Desktop development with C++" workload, including all of its default components
Android Studio (version 2024.2)
              IntelliJ IDEA Community Edition (version 2024.3)
              VS Code (version 1.96.4)
Connected device (3 available)
       √] Network resources
        Doctor found issues in 1 category.
   C:\Users\Aaryan>
```

Step 8: Next, you need to set up an Android emulator. It is responsible for running and testing the Flutter application.

Step 8.1: To set an Android emulator, go to Android Studio > Tools > Android > AVD Manager and select Create Virtual Device. Or, go to Help->Find Action->Type Emulator in the search box. You will get the following screen.

Step 8.2: Choose your device definition and click on Next.



Step 8.3: Select the system image for the latest Android version and click on Next.

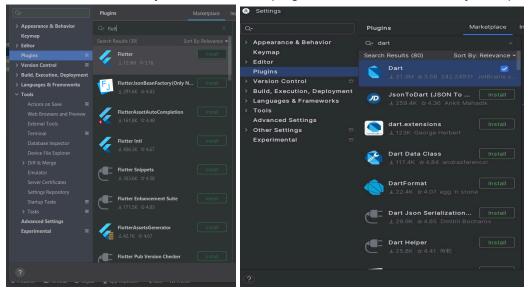
Step 8.4: Now, verify the all AVD configuration. If it is correct, click on Finish. The following screen appears.



Step 9: Now, install Flutter and Dart plugin for building Flutter application in Android Studio.

Step 9.1: Open the Android Studio and then go to File->Settings->Plugins

Step 9.2: Now, search the Flutter plugin. If found, select Flutter plugin and click install. When you click on install, it will ask you to install Dart plugin as below screen. Click yes to proceed.



Step 9.3: Restart the Android Studio.

<u>Conclusion</u>: The lab practical successfully showcased the installation and configuration of Flutter with Android Studio. The setup facilitated smooth cross-platform app development, emphasizing the significance of proper SDK setup, emulator usage, and plugin integration for efficient Flutter development.