

MPL Lab Exp 1

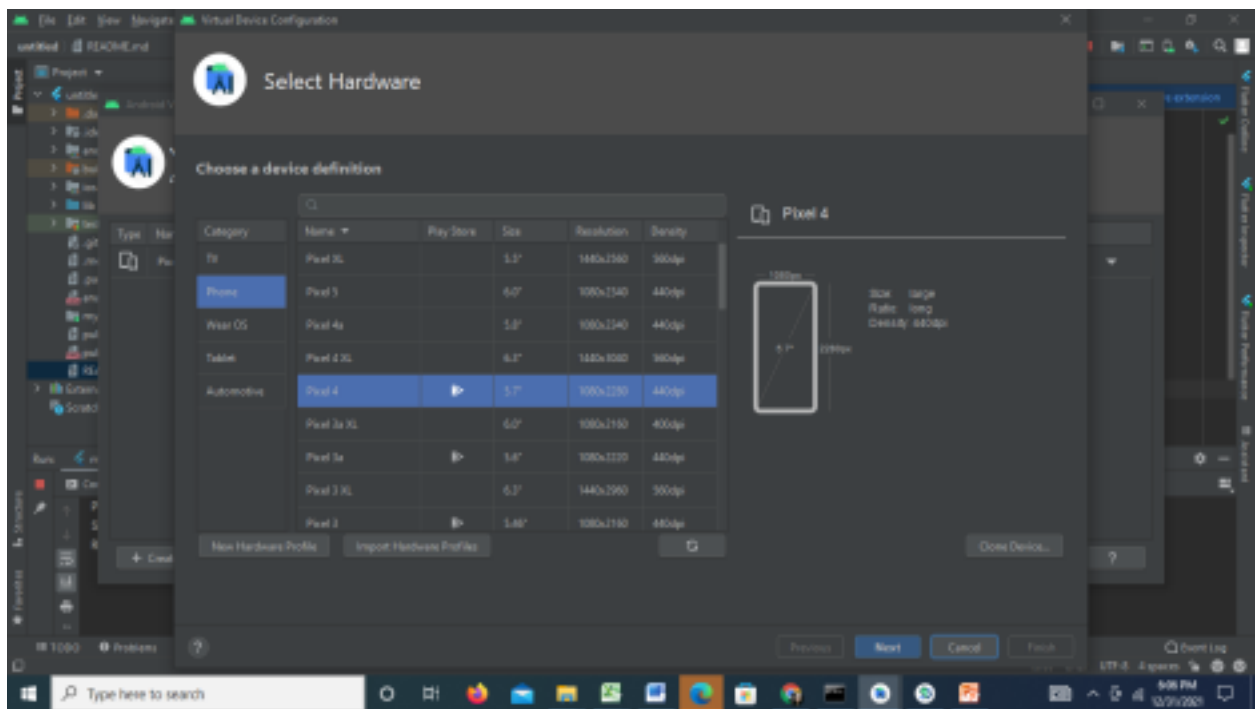
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Experiment 1: Create a 'Hello World App' using Flutter

Step 1 : Create the app

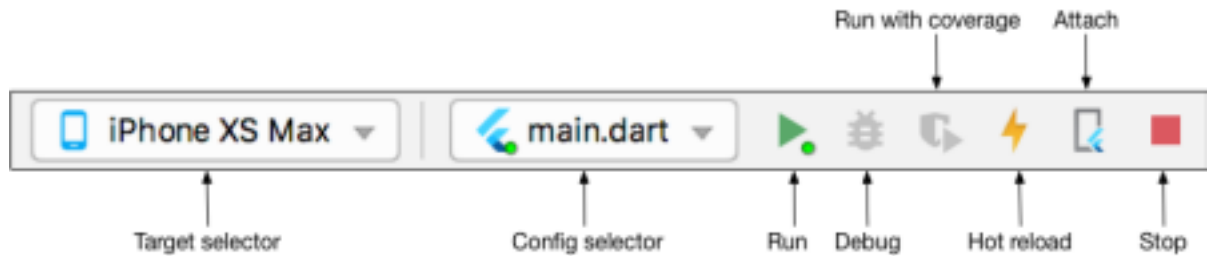
1. Open the IDE and select **Create New Flutter Project**.
2. Select **Flutter Application** as the project type. Then click **Next**.
3. Verify the Flutter SDK path specifies the SDK's location (select **Install SDK...** if the text field is blank).
4. Enter a project name (for example, myapp). Then click **Next**.
5. Click **Finish**.



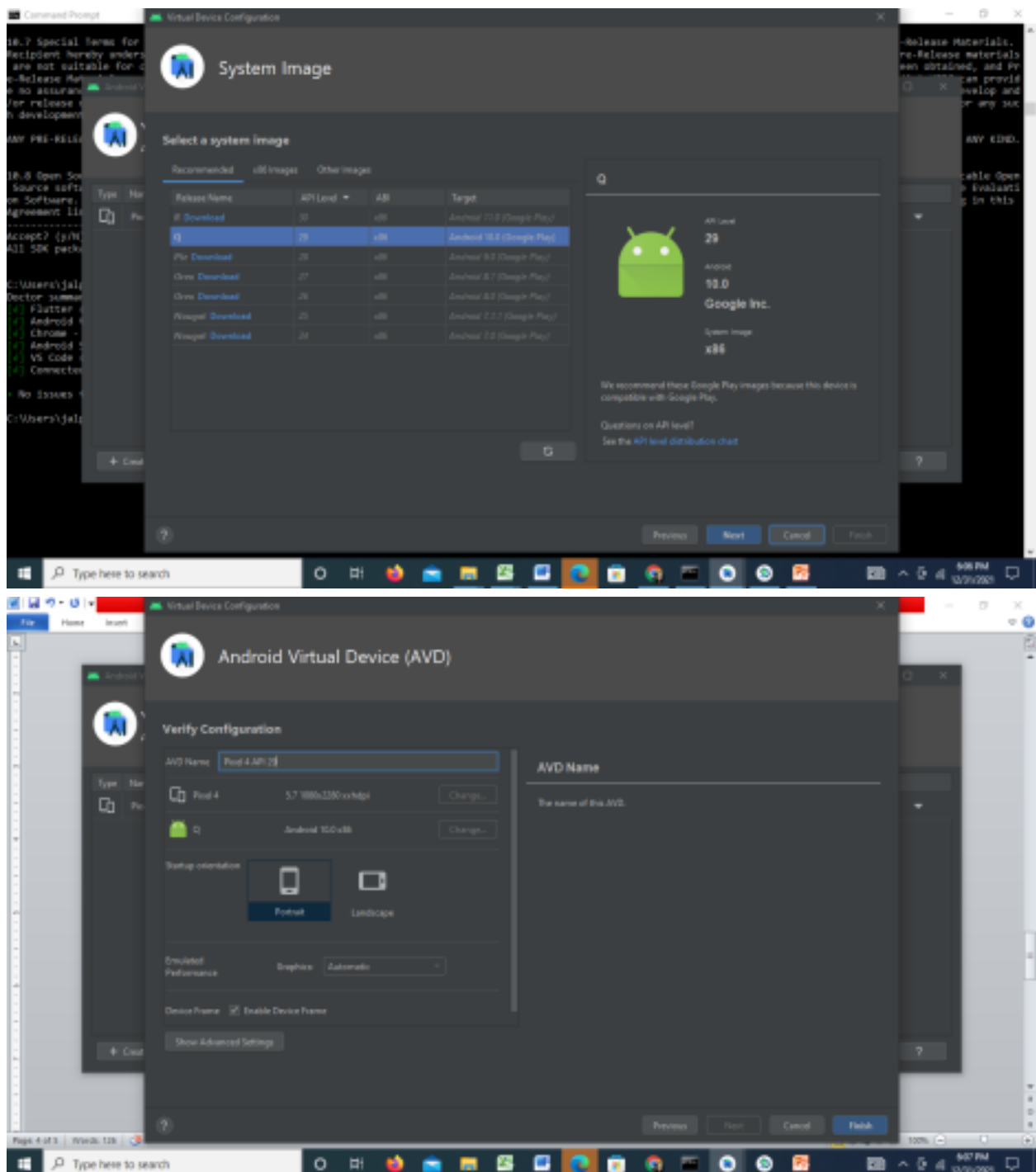
Wait for Android Studio to install the SDK and create the project.

Step 2: Run the app

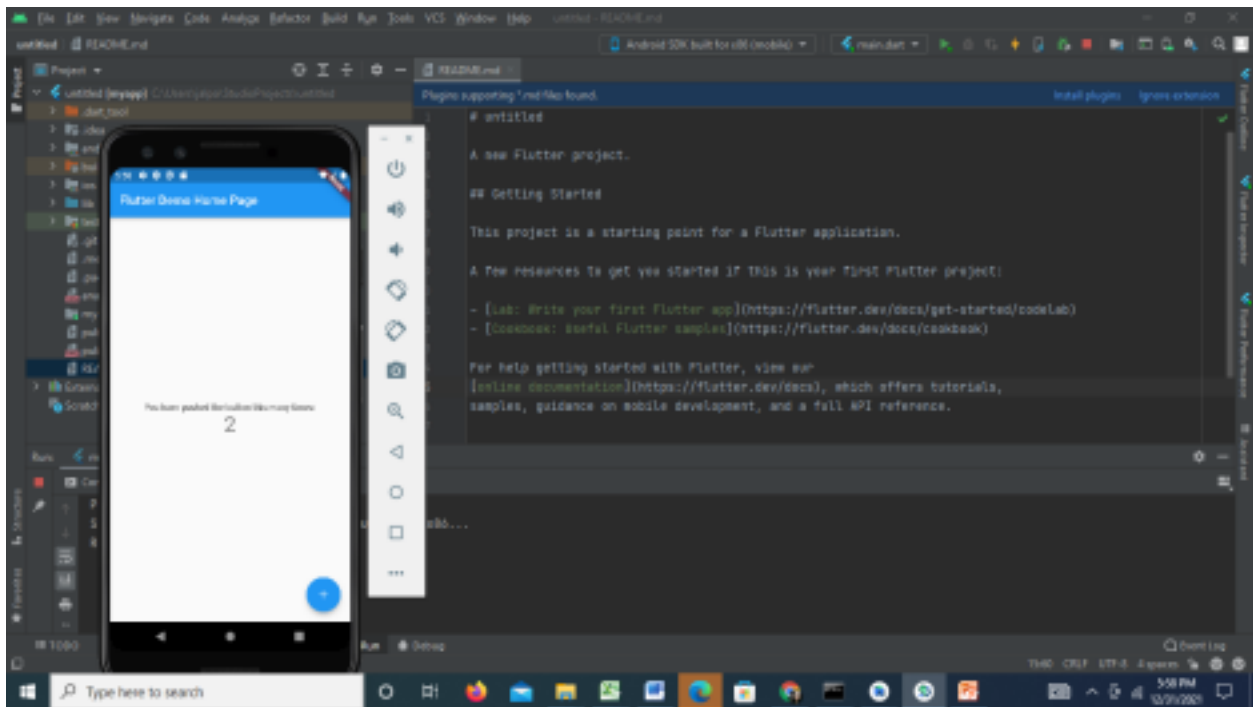
1. Locate the main Android Studio toolbar:



2. In the **target selector**, select an Android device for running the app. If none are listed as available, select **Tools > AVD Manager** and create one there.



3. Click the run icon in the toolbar, or invoke the menu item **Run > Run**.



Step 3 : Creating Hello world app

1. Replace the contents of [lib/main.dart](#). - Delete all of the code from **lib/main.dart**.
2. Replace with the following code, which displays “Hello World” in the center of the screen.

```
import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Welcome to Flutter',
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Welcome to Flutter'),
```

```
),  
body: const Center(  
  child: Text('Anurag Gaiwal From D15A 17'),  
),  
),  
);  
}  
}
```

3. Run the app by selecting Run> Run „main.dart“ and see the output in emulator device.

