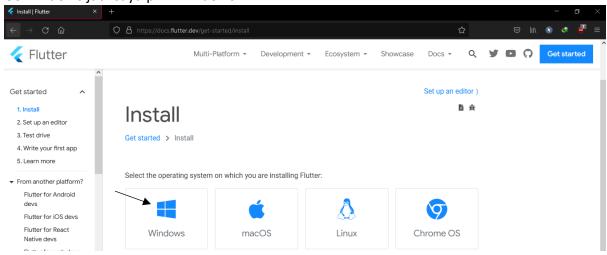
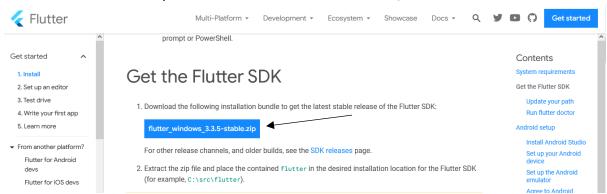
Intalasi Flutter

- 1. Pertama download Visual Studio Code
- 2. Jika sudah berhasil di install, kemudian download flutter di website https://docs.flutter.dev/get-started/install
- 3. Kemudian pilih OS sesuai devicenya masing-masing, karena disini saya menggunakan OS windows jadi saya pilih windows

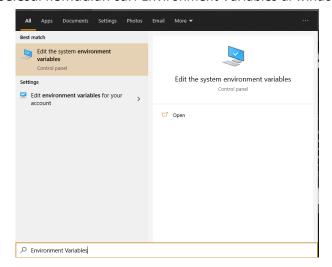


4. Setelah mengklik windows kemudian scroll, akan menampilkan flutter stable zip lalu klik download size dari aplikasi flutter itu sendiri sebesar **816,684 MB**

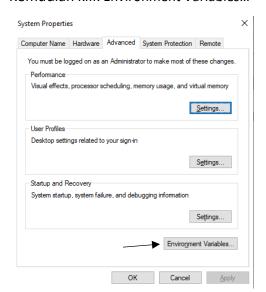


- 5. Setelah file selesai di download, kemudian di ekstrak
- 6. Jika file berhasil di ekstrak, kemudian masuk folder bin, dan cari lalu klik flutter.bat kemudian bat file akan menjalankan perintah

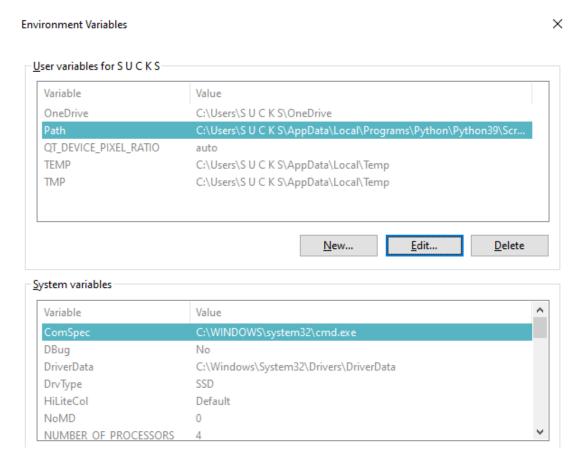
7. Setelah selesai kemudian cari Environment Variables di windows search



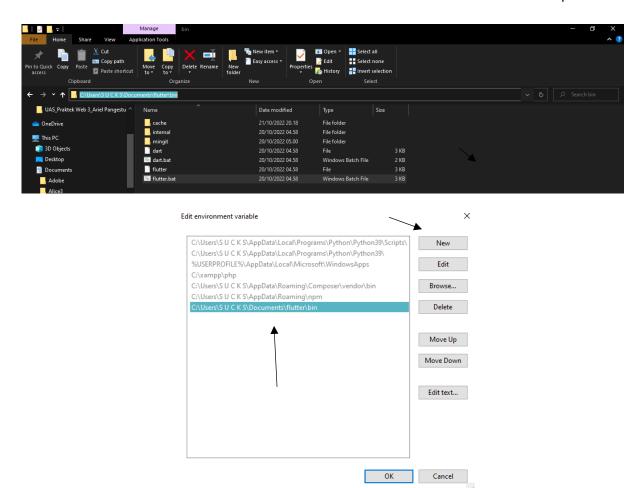
8. Kemudian klik Environment Variables...



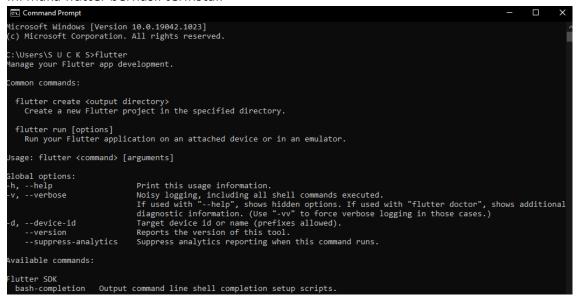
9. Setelah klik Environment Variables kemudian arahkan kursor ke path lalu klik edit



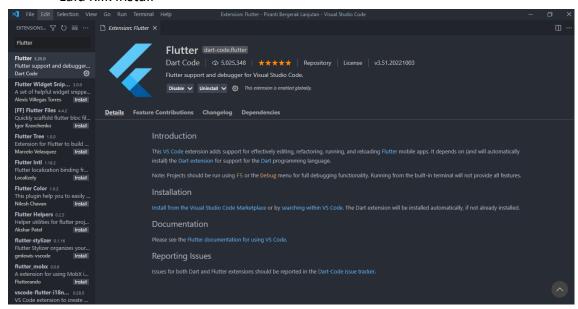
10. Setelah klik edit lalu klik new dan memasukan dimana letak folder flutter itu di simpan



11. Kemudian klik ok, sesudah itu langsung mencoba flutter di CMD jika tampilan seperti ini maka flutter berhasil terinstall



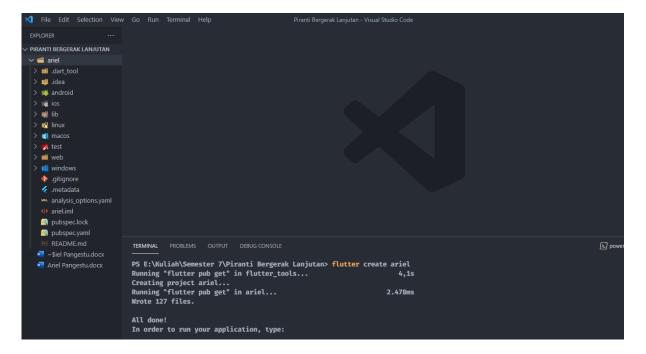
- 12. Selanjutnya menghubungkan flutter dengan visual studio code
 - Buka visual studio code
 - Lalu cari extensions
 - Kemudian ketik flutter di kolom pencarian
 - Lalu Klik install



13. Kemudian cek apakah command flutter sudah bisa di jalankan di VS code dengan menggunakan terminal dengan perintah "flutter"

Membuat Project Di flutter

- 1. Buat folder project
- 2. Kemudian open folder
- 3. Lalu buka terminal dan ketika perintah "flutter create nama project" disini saya menggunakan contoh nama saya sendiri "flutter create ariel" kemudian klik enter



- 4. Jika sudah selesai ketik perintah "cd ariel" untuk memindahkan ke folder project
- 5. Kemudian disini saya mencoba mengganti title home page sesuai tugas, Yaitu <first name>, Dan <nrp-nama>
- 6. Setelah itu ketikan perintah "flutter run"
- 7. Kemudian ketik 2 untuk menjalankan di browser edge

```
PIRANTI BERGERAK I AN IUTAN
∨ 📹 ariel
 > 📫 .idea
                                  // home: Const MyHomerage (ifte: 1909)4023-Ariet F

// MaterialApp

// MaterialApp

// MaterialApp

// Const MyHomePage extends StatefulWidget {

// Const MyHomePage({super.key, required this.title});

// This widget is the home page of your application.
     ios
       nain.dart
      🔣 linux
                                                                      // This widget is the home page of your application. It is stateful, meaning
// that it has a State object (defined below) that contains fields that affect
// how it looks.
                                                       // This class is the configuration for the state. It holds the values (in this to the configuration for the state. It holds the values (in this to the configuration of the state. It holds the values (in this case the App widget) and // used by the build method of the State. Fields in a Widget subclass are // always marked "final".
      sgitignore 🏠
      m analysis options.vaml
      pubspec.lock
      pubspec.yaml
                                                      Application finished.

PS E:\Kuliah\Semester 7\Piranti Bergerak Lanjutan\ariel> flutter run

Multiple devices found:

Windows (desktop) • windows • windows-x64 • Microsoft Windows [Version 10.0.19042.1023]

Edge (web) • edge • web-javascript • Microsoft Edge 106.0.1370.47

[1]: Windows (windows)

[2]: Edge (edge)
    ~$iel Pangestu.docx
```

8. Tampilan Aplikasi di jalankan dibrowser Edge

