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# INSTALACIONES EN EL EQUIPO



## Instalaciones en el equipo

### 1. [Git](#)

```
git config --global user.name "Tu nombre"  
git config --global user.email "Tu correo"
```

### 2. Crear [cuenta en GitHub](#)

### 3. [VSCode - Visual Studio Code](#)

### 4. [Postman](#)

### 5. [Android Studio](#)

### 6. Sólo Mac [xCode](#)

### 7. [Flutter SDK](#)

### 8. [NodeJS](#)

### 9. [Docker Desktop](#)

### 10. [Table Plus](#) <-- Visor de base de datos

### Download then install Flutter

To install Flutter, download the Flutter SDK bundle from its archive, move the bundle to where you want it stored, then extract the SDK.

1. Download the following installation bundle to get the latest stable release of the Flutter SDK.

[flutter\\_windows\\_3.24.3-stable.zip](#)

## Crear su cuenta en Github

# INSTALAR EL EMULADORES

## Activitus Bar v0.0.47

Gruntfuggly | 383,129 | ★★★★★ (36)

Save some real estate by recreating the

[Disable](#) [Uninstall](#) ☒ Auto Update



## Error Lens v3.20.0

Alexander | 4,848,534 | ★★★★★ (163)

Improve highlighting of errors, warnings and other language diagnostics.

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## Paste JSON as Code v23.0.170

quicktype | 2,365,828 | ★★★★★ (46)

Copy JSON, paste as Go, T

[Disable](#) [Uninstall](#)



## Terminal v0.0.10

Jun Han | 1,633,297 | ★★★★★ (15)

Terminal for Visual Studio Code

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deprecated as it is no longer being maintained.

## Awesome Flutter Snippets v4.0.1

Neevash Ramdial (Nash) | 673,181 | ★★★★★ (4)

Awesome Flutter Snippets is a collection snippets and shortcuts for commonly used Flutter functions and classes

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## bloc v6.6.6

Felix Angelov | 570,672 | ★★★★★ (17)

Support for the bloc library and provides tools for effectively creating blocs for both Flutter and AngularDart apps.

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## Dart v3.96.0

Dart Code dartcode.org | 10,084,142 | ★★★★★ (81)

Dart language support and debugger for Visual Studio Code.

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## Pubspec Assist v2.3.2

Jeroen Meijer | 648,665 | ★★★★★ (15)

Easily add and update dependencies to your Dart and Flutter project.

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## Lorem ipsum v1.3.1

Daniel Imms growingwiththeweb.com | 880,130 | ★★★★★ (14)

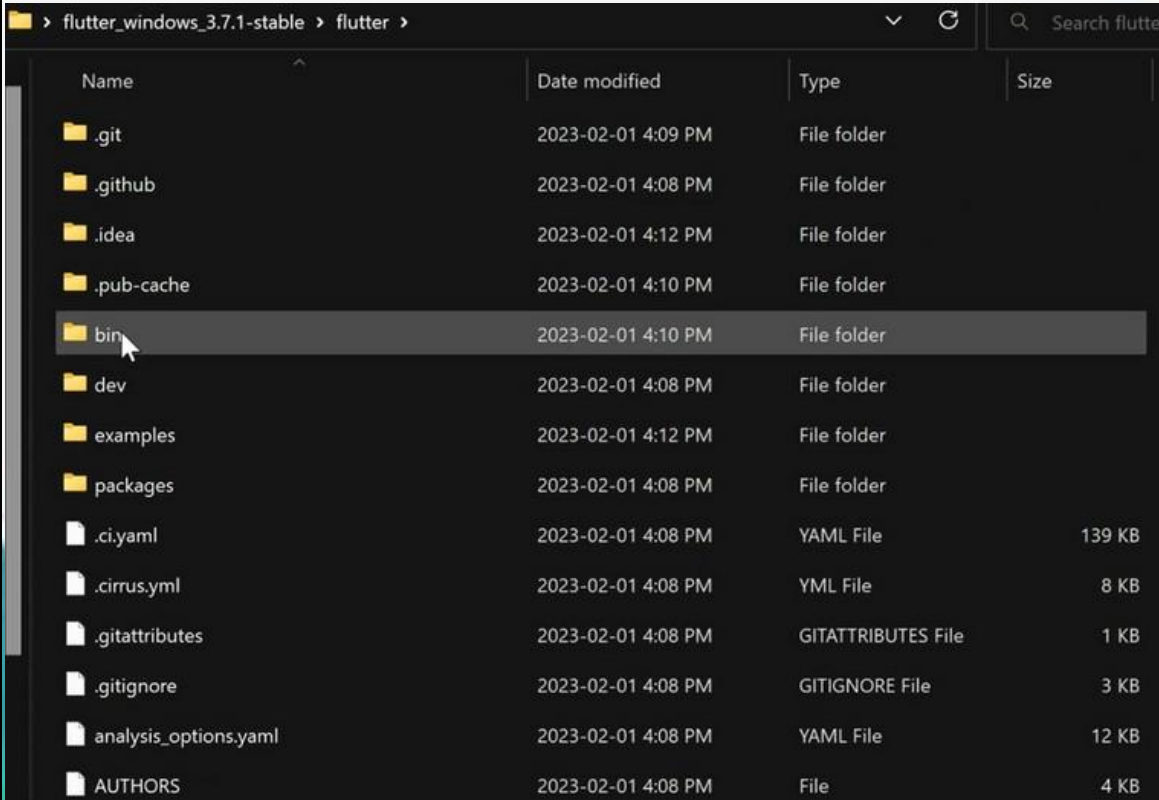
Generates and inserts lorem ipsum text

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exercitation ullamco  
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consequat.

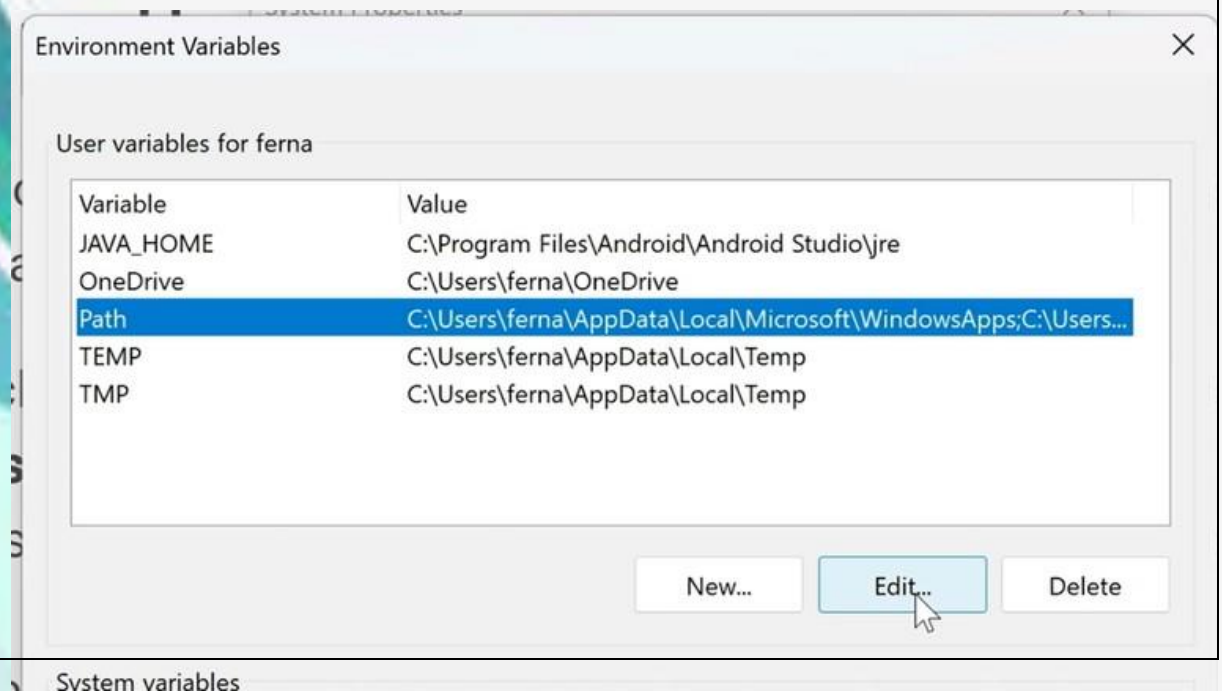


# INSTALACIÓN DE FLUTTER



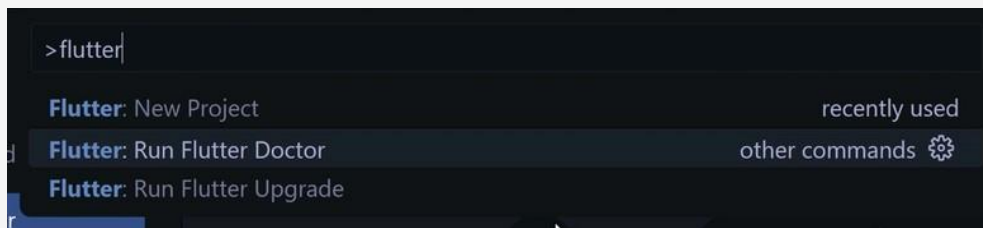
**Copiar la carpeta flutter al disco C.**

**Configuramos el Path en variables de entorno de sistema**

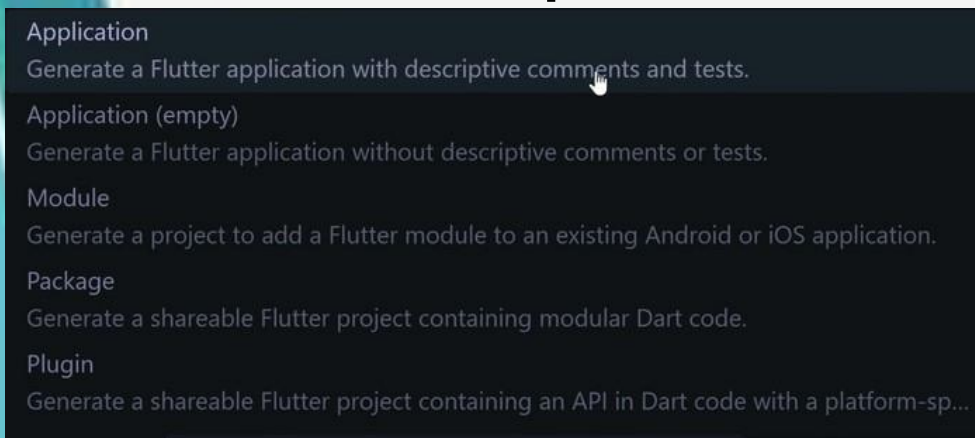


INSTALAR EL EMULADORES

## Configuar Flutter doctor



## Seleccionamos los comentarios descriptivos



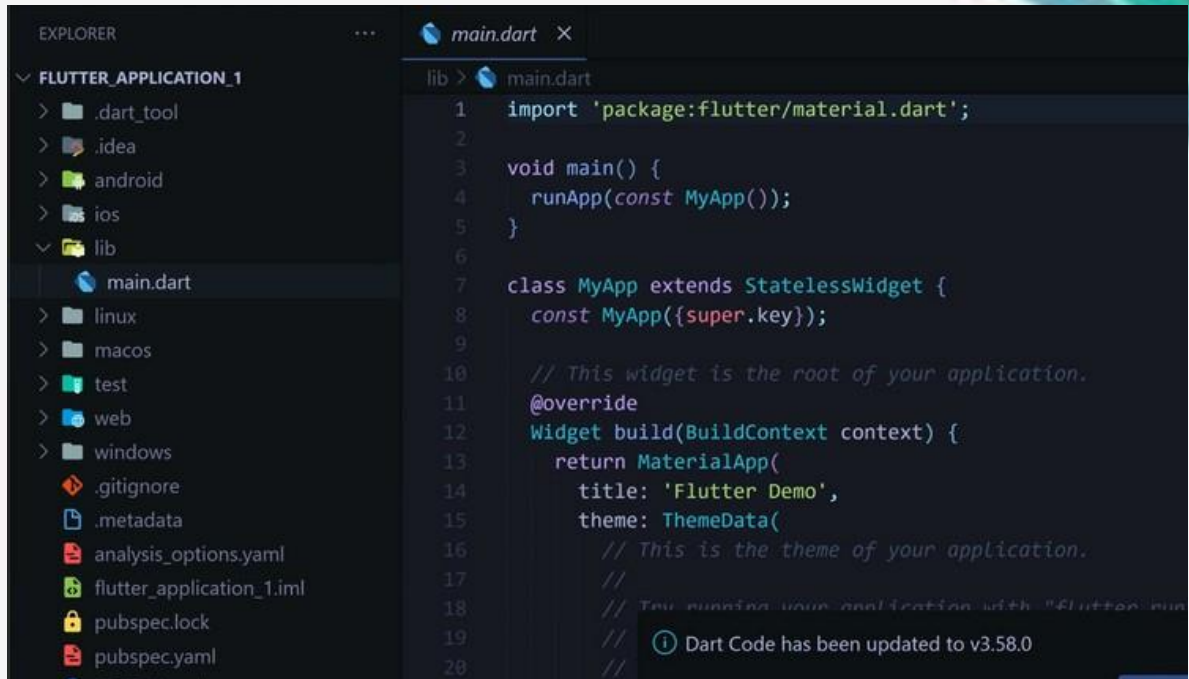
INSTALAR EL EMULADORES

Eso hara que se descarguen los  
templeates para usar flutter





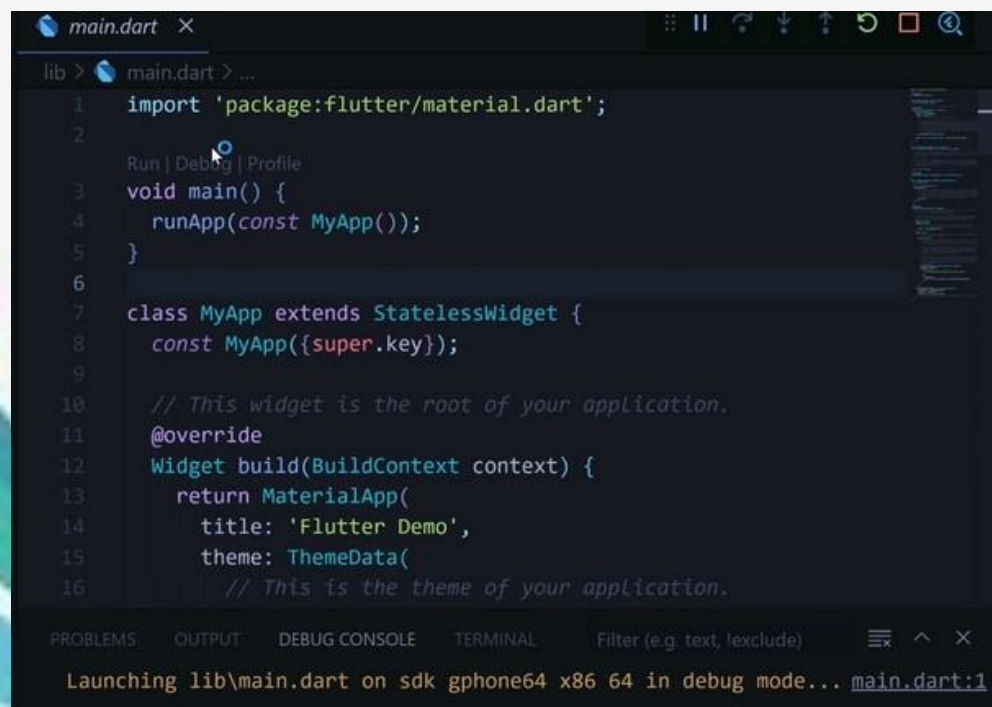
Eso hara que se descarguen los  
templeates para usar flutter



The screenshot shows an IDE interface. On the left, the 'EXPLORER' panel displays a project structure for 'FLUTTER\_APPLICATION\_1'. The 'lib' directory is expanded, showing 'main.dart' selected. The main editor area displays the content of 'main.dart', which includes imports, a main function, and a StatelessWidget class named MyApp. A notification at the bottom right states 'Dart Code has been updated to v3.58.0'.

```
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(const MyApp());
5 }
6
7 class MyApp extends StatelessWidget {
8   const MyApp({super.key});
9
10  // This widget is the root of your application.
11  @override
12  Widget build(BuildContext context) {
13    return MaterialApp(
14      title: 'Flutter Demo',
15      theme: ThemeData(
16        // This is the theme of your application.
17        //
18        // You running your application with "flutter run"
19        // on a mobile device, you'll need to import "flutter.dart"
20        // instead of "flutter/material.dart".
21      ),
22    );
23  }
24 }
```

Precionamos F5 para comenzar el  
desarrollo

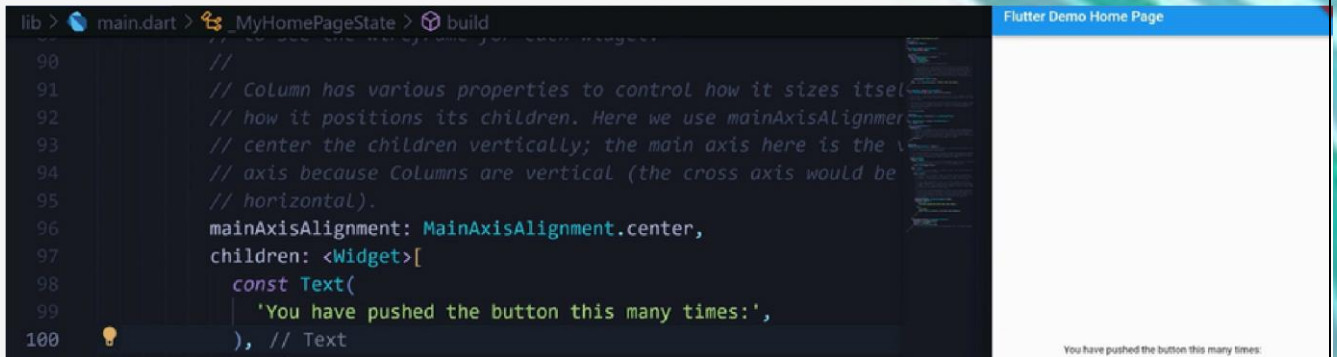


The screenshot shows the same IDE interface as before, but with the 'Run' button (a green play icon) highlighted in the top toolbar. The main editor area displays the same Dart code. At the bottom, the 'PROBLEMS' and 'OUTPUT' panels are visible, showing the message 'Launching lib/main.dart on sdk gphone64 x86 64 in debug mode... main.dart:1'.

```
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(const MyApp());
5 }
6
7 class MyApp extends StatelessWidget {
8   const MyApp({super.key});
9
10  // This widget is the root of your application.
11  @override
12  Widget build(BuildContext context) {
13    return MaterialApp(
14      title: 'Flutter Demo',
15      theme: ThemeData(
16        // This is the theme of your application.
17        //
18        // You running your application with "flutter run"
19        // on a mobile device, you'll need to import "flutter.dart"
20        // instead of "flutter/material.dart".
21      ),
22    );
23  }
24 }
```

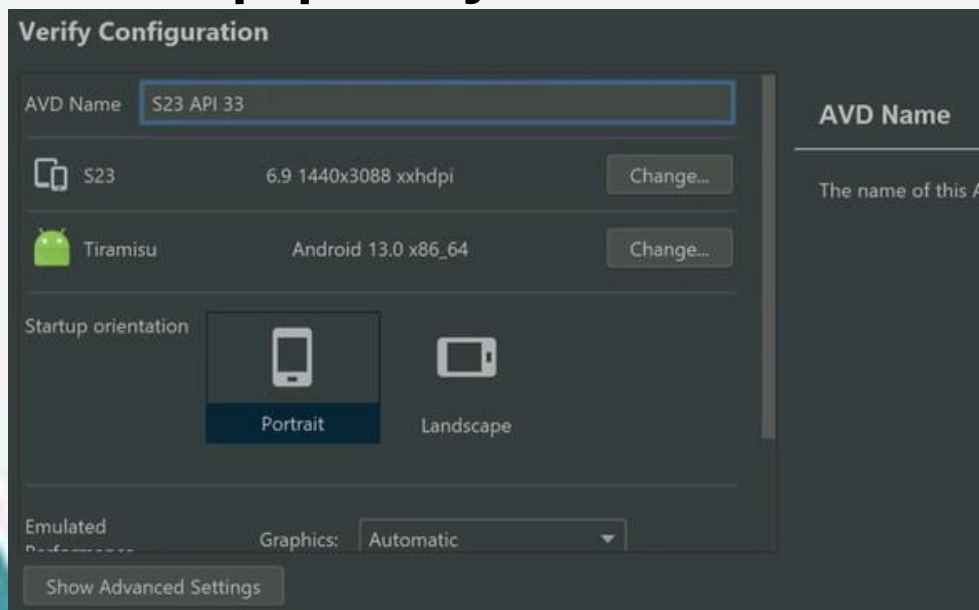
INSTALAR EL EMULADORES

Al ejecutar se abra el emulador



INSTALAR EL EMULADORES

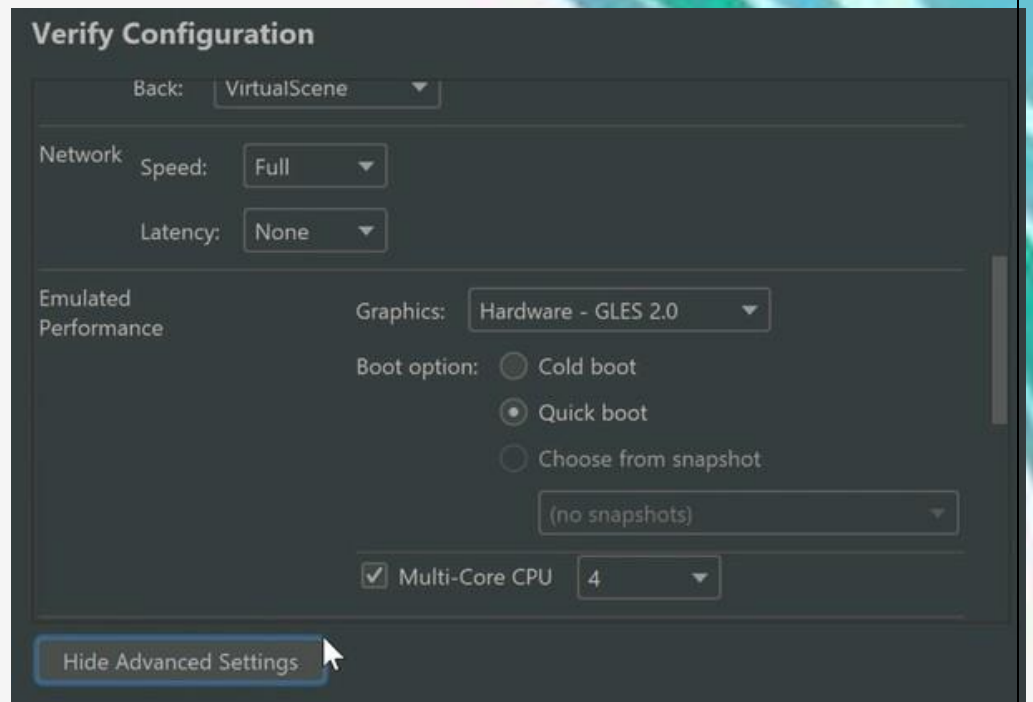
Configuramos el api para ejecutar los



paquetes

Configuramos las graficas





INSTALAR EL EMULADORES

Al ejecutar se ejecuta el emulador

