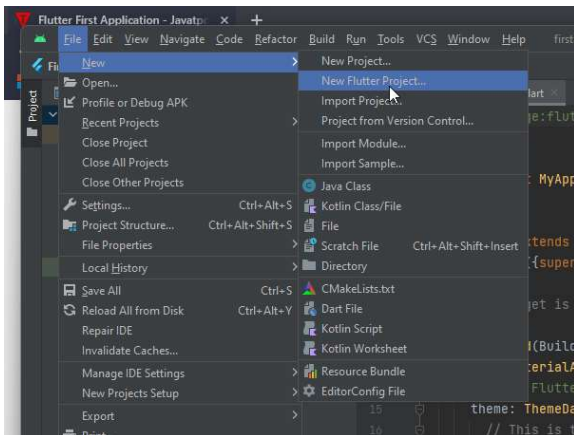


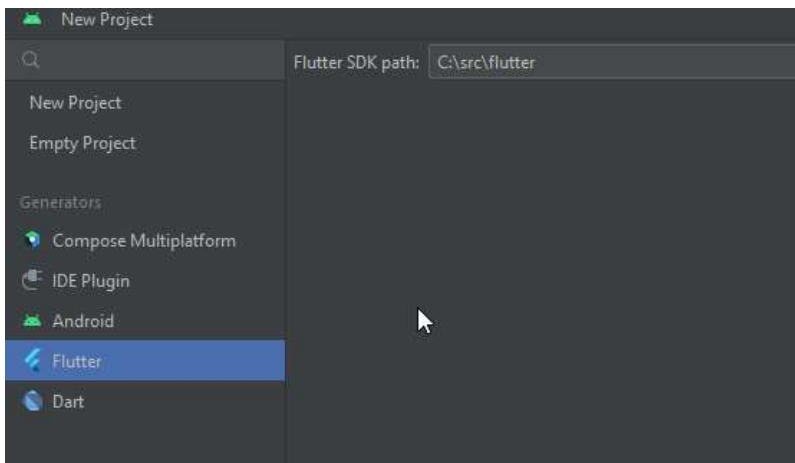
Student Name: Jotee Chavishka
Lecturer: Mr Beeharry Shiam
Module: PMH
INFO 3

Task 5 – creating an app in Android Studio/VS Code

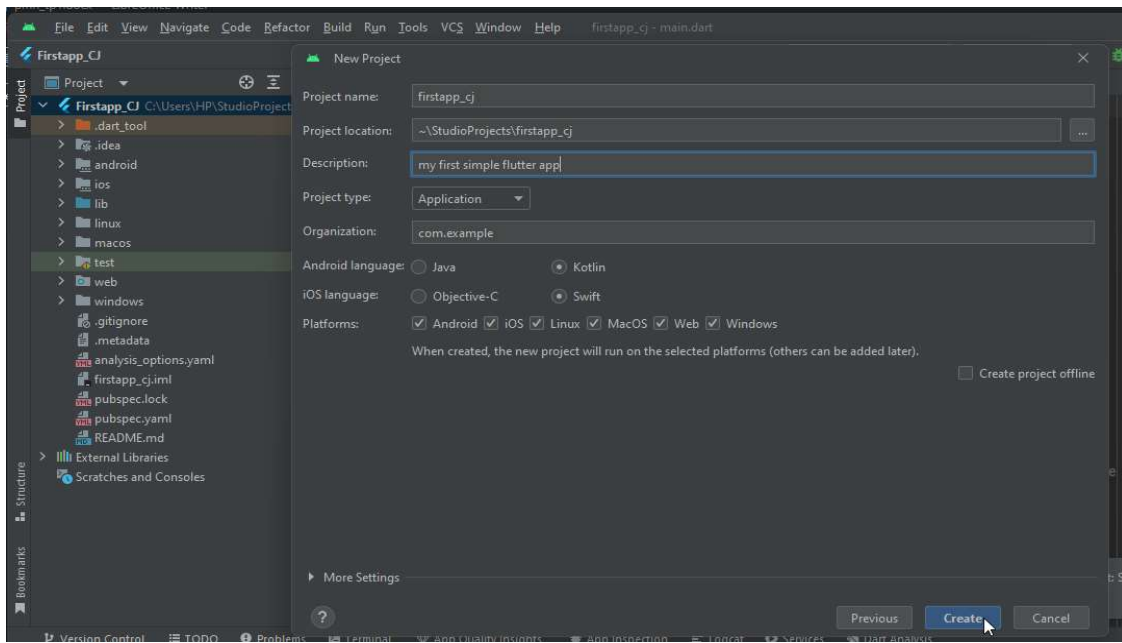
After the flutter environment was properly set up, a new project is created in Android Studio, as shown below.



The flutter SDK path is specified as shown below based on the requirements for this task, where the project will be located in the src folder which includes the flutter folder.



The project name is set as 'firstapp_cj' and the android language is set to be Kotlin and then the project is successfully created.



A screenshot of a simple flutter app is shown below. The dart code begins by importing the Flutter Material library, which provides the building blocks for creating visual elements in the app. The main function is the entry point, and it creates the FirstApp widget and tells Flutter to display it. FirstApp is a "stateless" widget, meaning its appearance doesn't change over time. Its build method then defines the layout of the app. Inside this method, a MaterialApp widget sets the overall structure and theme which is like a frame for the app. Then, within the MaterialApp, a Scaffold widget provides the basic layout with an optional app bar at the top and a main content area called the "body." Here, the app bar has a Text widget displaying the title "My first flutter app." Finally, the body of the Scaffold uses a Center widget to position another Text widget in the middle of the screen. This text will finally display the message "My name is Chavishka Jotee."

