



*Resource Software Solution*

*Flutter*

## **Training Assignments**

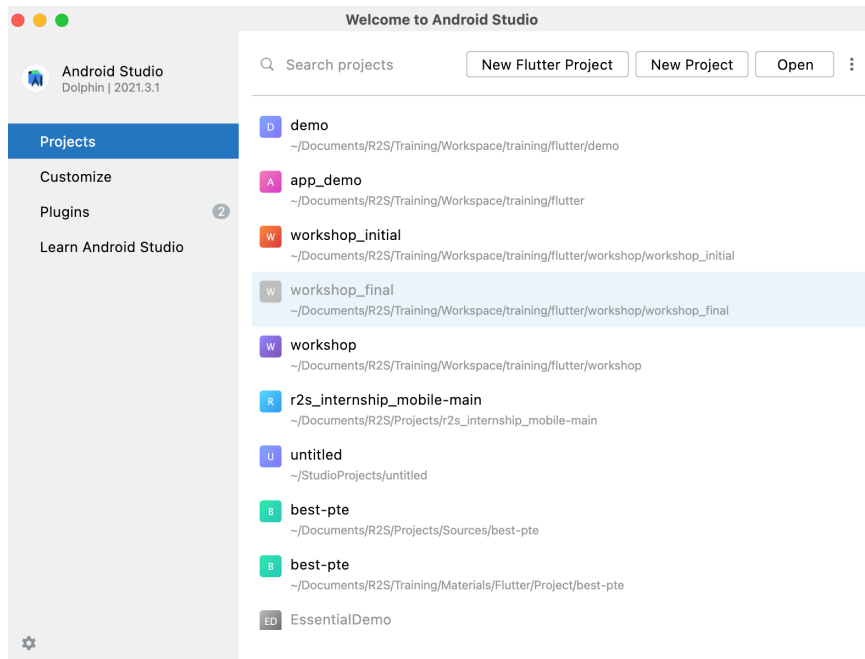
## Creating Simple Application

### Overview

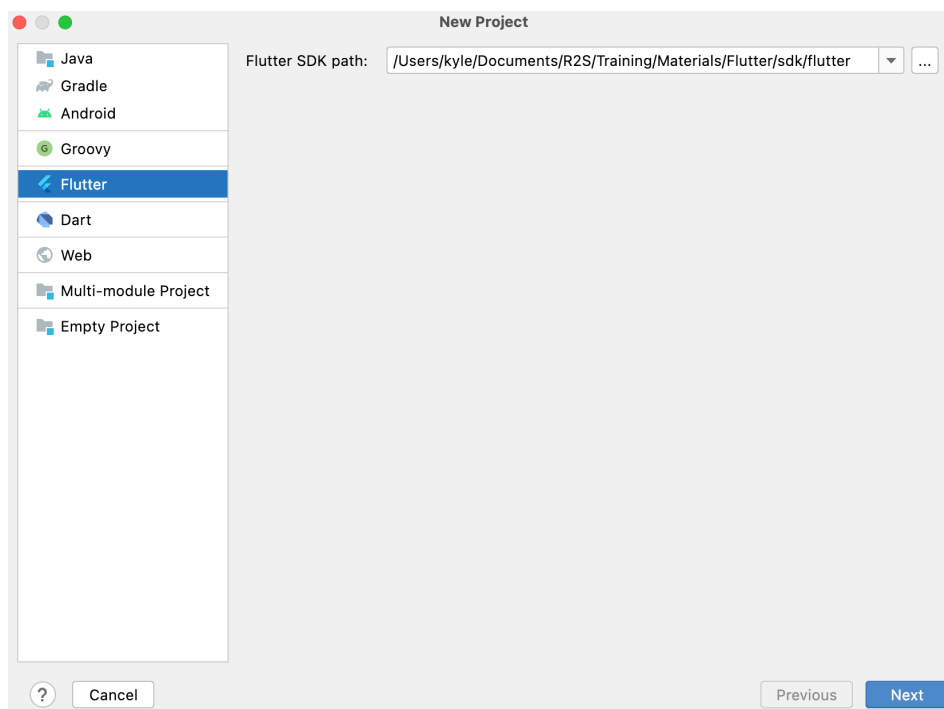
In this practice, you will learn how to create a Simple Hello World Fuller application.

### Tasks

#### 1. Open Android Studio and select **New Flutter Project**



#### 2. Select **Flutter**, verify the Flutter SDK path with the SDK's location. Then click **Next**.



3. Enter a project name (for example, **my\_app**). Select **Application** as the project type. Then click **Finish**.

**New Project**

Project name:

Project location:  ...

Description:

Project type: Application

Organization:

Android language: ☐ Java ☒ Kotlin

iOS language: ☐ Objective-C ☒ Swift

Platforms: ☒ Android ☒ iOS ☐ Linux ☐ MacOS ☐ Web ☐ Windows

Platform availability might depend on your Flutter SDK channel, and which desktop platforms have been enabled.

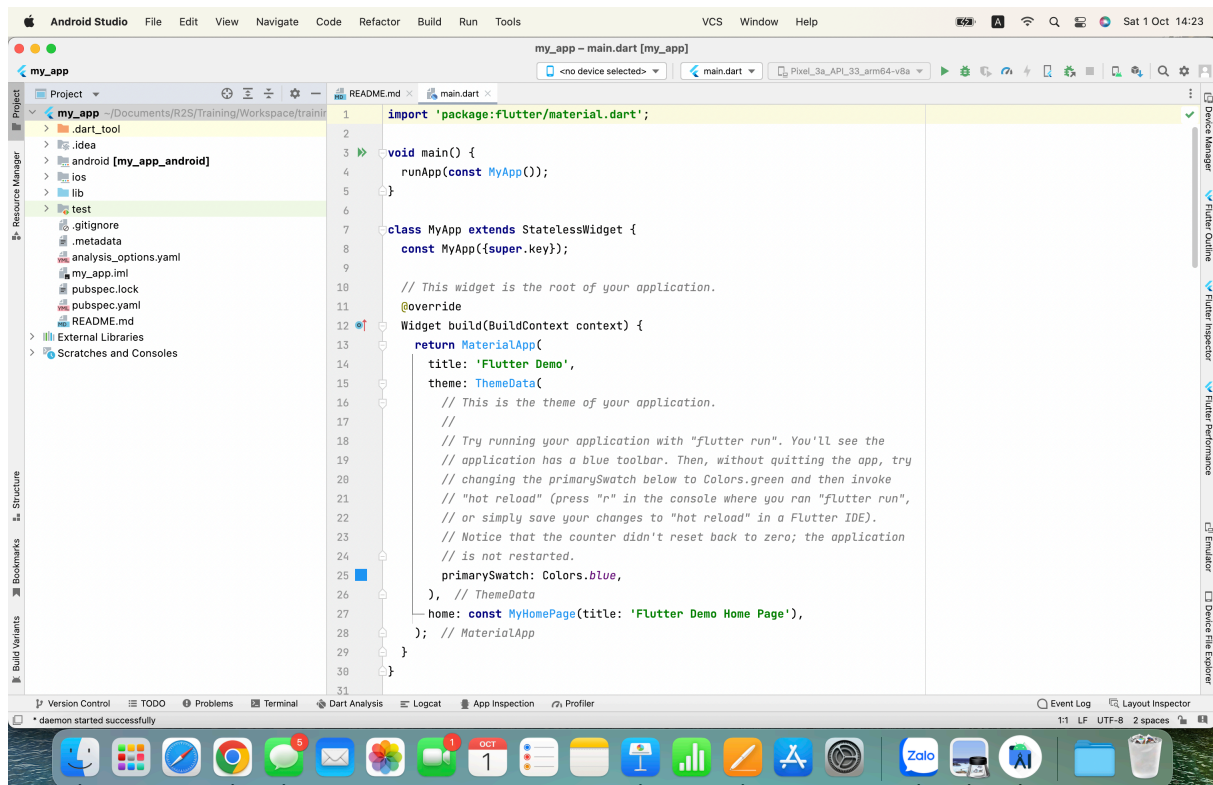
Additional desktop platforms can be enabled by, for example, running "flutter config --enable-linux-desktop" on the command line.

When created, the new project will run on the selected platforms (others can be added later).

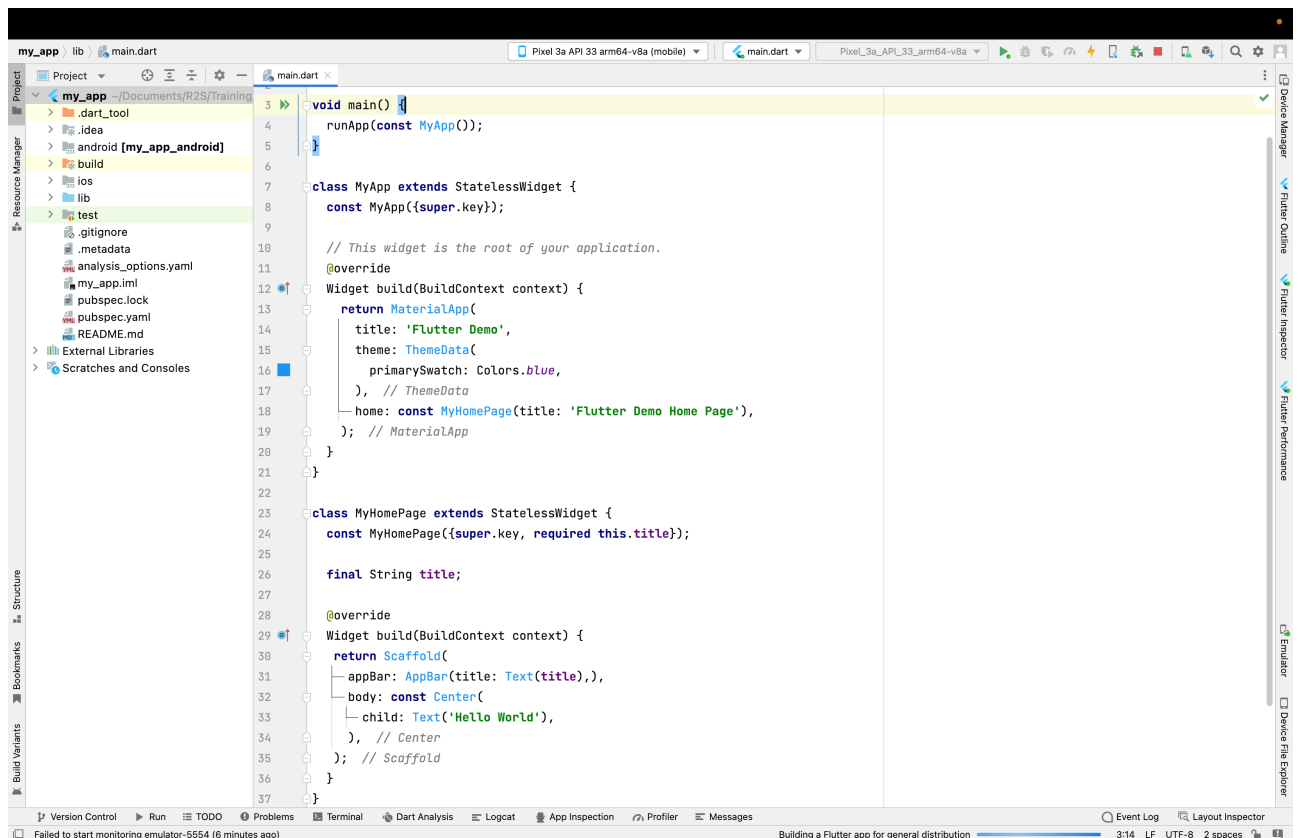
☐ Create project offline

► More Settings

4. Wait for Android Studio to create the project.

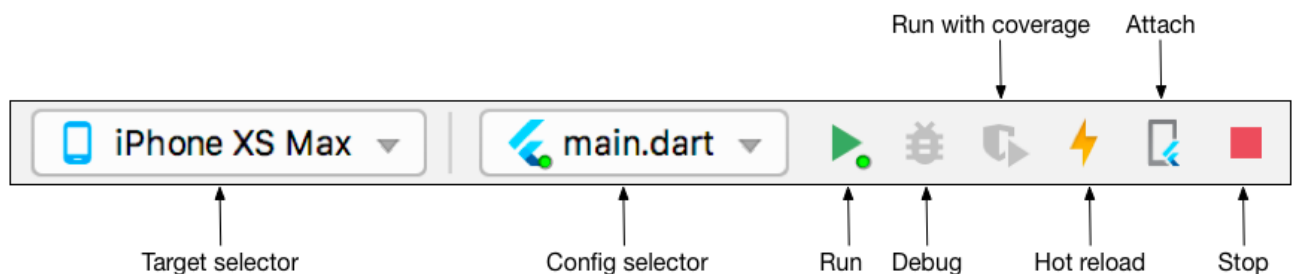


## 5. Open the **main.dart** file and paste the given code below.

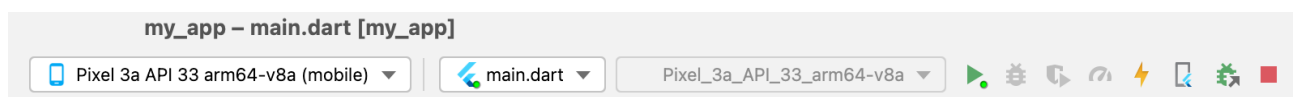


## 6. Run the app

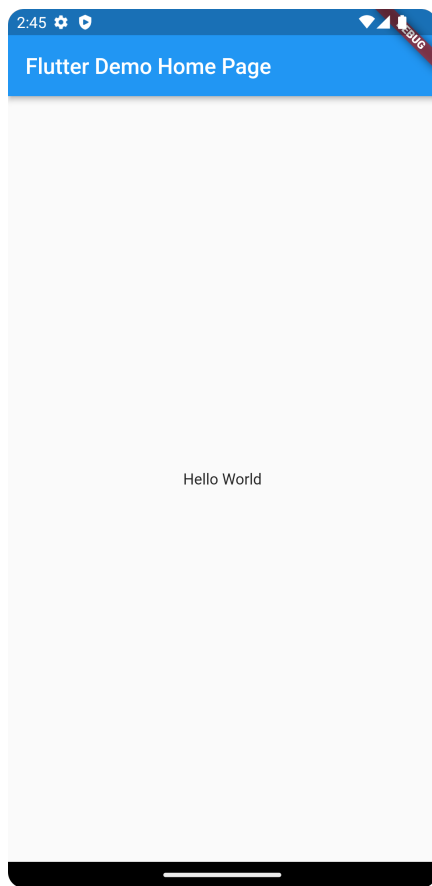
- Locate the main Android Studio toolbar



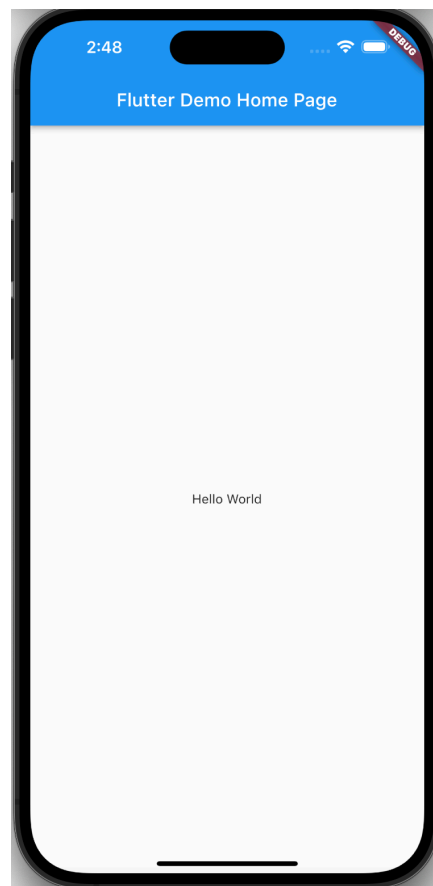
- In the target selector, select an Android device for running the app. If none are listed as available, select Tools > AVD Manager and create one there.



- Click the run icon in the toolbar. After the app build completes, you'll see the starter app on your device.



**Android emulator**



**iOS simulator**

--THE END--