

Step 1: Download and Install VS Code

1. **Go to the official Visual Studio Code website:**
<https://code.visualstudio.com>
2. **Download** the installer for your operating system (Windows, macOS, or Linux).
3. **Run the installer** and follow the instructions to complete the installation.

Step 2: Install Flutter SDK

1. **Download the Flutter SDK:**
<https://flutter.dev/docs/get-started/install>
2. **Choose your operating system** and download the **latest stable release** in .zip format.
3. **Extract the ZIP file:**
 - Windows: Extract it to C:\src\flutter (or any directory without spaces).
 - macOS/Linux: Extract to a directory like ~/development/flutter.
4. **Add Flutter to the PATH:**
 - Windows:
 1. Open **Start Menu** → Search **Environment Variables** → Click **Edit System Environment Variables**.
 2. Click **Environment Variables** → Under **System variables**, select **Path** and click **Edit**.
 3. Add a new entry with the path to flutter/bin (e.g., C:\src\flutter\bin).
 - macOS/Linux:
 1. Open the terminal and run:

```
export PATH="$PATH:`pwd`/flutter/bin"
```

Verify Flutter installation:

flutter doctor – into terminal

Step 3: Install VS Code Extensions

1. Open **VS Code**.
2. Press **Ctrl+Shift+X** (Windows/Linux) or **Cmd+Shift+X** (macOS) to open the **Extensions** view.
3. Search for **Flutter** and click **Install**. This will also install the **Dart** extension.

Step 4: Open a Flutter Project in VS Code

1. Extract or place your Flutter project folder where you want it.
2. Open VS Code.
3. Go to **File** → **Open Folder** and select the Flutter project folder (*Make sure project has been unzipped*).
4. Open the **Terminal** (Ctrl+ or Cmd+ on macOS).

Step 5: Enable Web Support for Flutter

1. In the terminal, run:

```
flutter channel stable
```

```
flutter upgrade
```

```
flutter config --enable-web
```

```
flutter doctor
```

Step 6: Run the Flutter Project on Web (emulated mobile view)

1. Connect a **Web Device**:
 - Ensure **Google Chrome** is installed, as Flutter uses it for web previews.
 - In the terminal, type:

```
bash
```

```
Copy code
```

```
flutter devices
```

You should see Chrome listed as a device.

2. **Run the project:**

In the terminal, run:

```
bash
```

```
Copy code
```

```
flutter run -d chrome
```

- Alternatively, press **F5** or go to **Run** → **Start Debugging** in VS Code and select **Chrome** as the target. (also can `flutter run` and select prompts)