

Module – 1

A – 1:

1. Install Flutter SDK

Windows

1. Go to the official Flutter download page:
<https://flutter.dev/docs/get-started/install/windows>
 2. Download the latest **Windows stable ZIP**.
 3. Extract it to a folder like:
 4. C:\src\flutter
 5. Add flutter\bin to your **PATH**:
 - Press **Windows + S**, search for **Environment Variables**.
 - Under **System variables**, edit Path → **New** → C:\src\flutter\bin.
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2. Install Git

Flutter needs Git to work.

Download & install Git: <https://git-scm.com/downloads>

3. Install Android Studio (for Android Development)

1. Download: <https://developer.android.com/studio>
 2. During installation, check:
 - **Android SDK**
 - **Android SDK Platform**
 - **Android Virtual Device**
 3. After install:
 - Open **Android Studio** → **Settings** → **Appearance & Behavior** → **System Settings** → **Android SDK**
 - Install **latest SDK Platform** and **SDK Tools** (especially *Android SDK Command-line Tools*).
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4. Install Xcode (for iOS, Mac only)

- If you are on macOS, install from the App Store.
- Then run in Terminal:
 - `sudo xcode-select --switch /Applications/Xcode.app/Contents/Developer`
 - `sudo xcodebuild -runFirstLaunch`

5. Accept Android Licenses

`flutter doctor --android-licenses`

Type `y` for all prompts.

6. Verify Installation

Run in **Command Prompt (Windows)** or **Terminal (Mac/Linux)**:

`flutter doctor`

You should see something like:

Doctor summary (to see all details, run `flutter doctor -v`):

[✓] Flutter (Channel stable, 3.x.x, ...)

[✓] Android toolchain - develop for Android devices

[✓] Chrome - develop for the web

[✓] Android Studio

[✓] Connected device