



Test Flutter apps on an Android device

3 Steps are needed:

- Turn on Developer Options menu on the device
- Enable USB Debugging on the device
- Allow USB Debugging when your device is connected

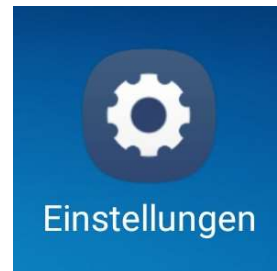
BTW: The following screenshots with English in Android were taken from

<https://www.samsung.com/uk/support/mobile-devices/how-do-i-turn-on-the-developer-options-menu-on-my-samsung-galaxy-device/>



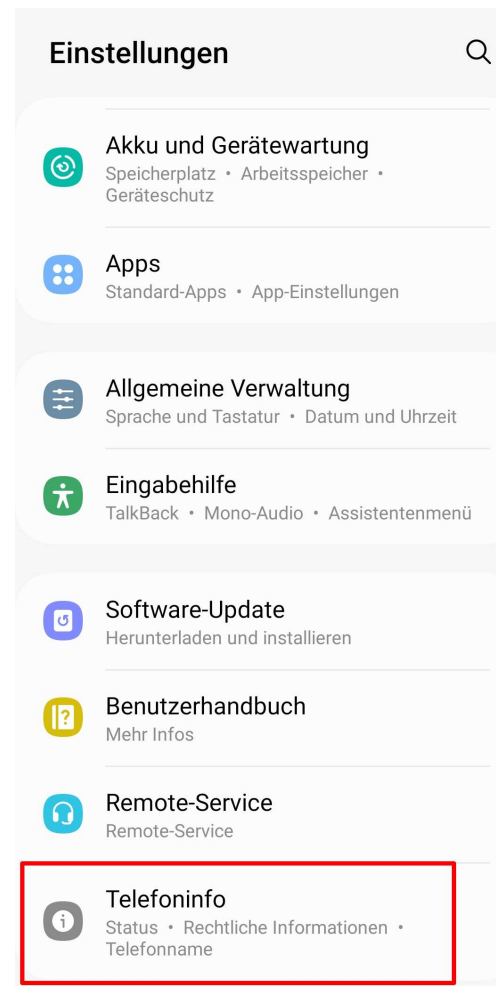
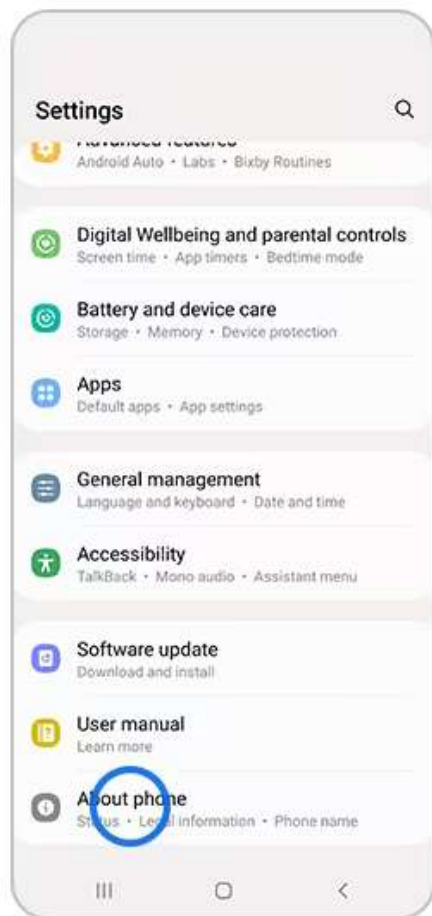
Turn on Developer Options

1 Go to "Settings"



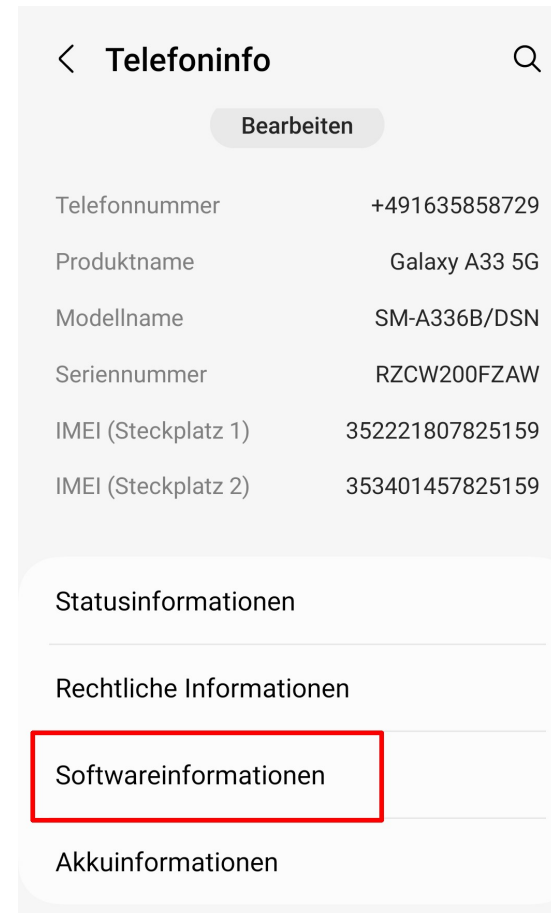
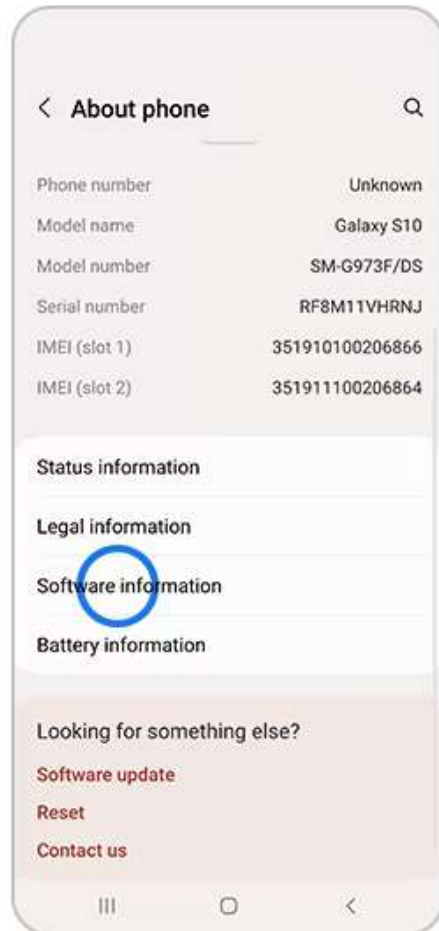
2

Tap "About device" or "About phone"





3 Tap "Software information"

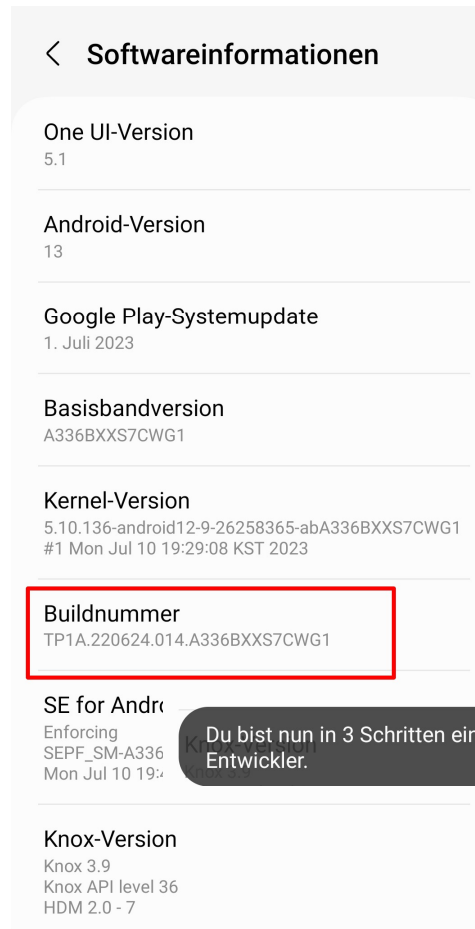


Depending on your operating system, you may not need to follow this step 3



4

Tap "Build number" **seven times**

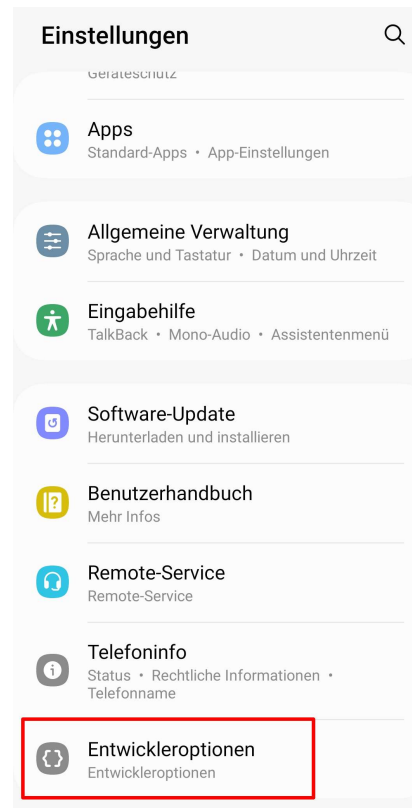
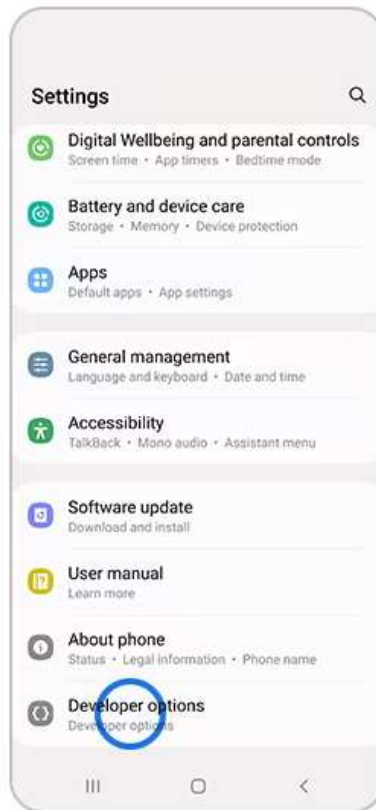


Du bist nun in 3 Schritten ein Entwickler.



5 Enter your pattern, PIN or password to enable the Developer options menu

6 The "Developer options" menu will now appear in your Settings menu

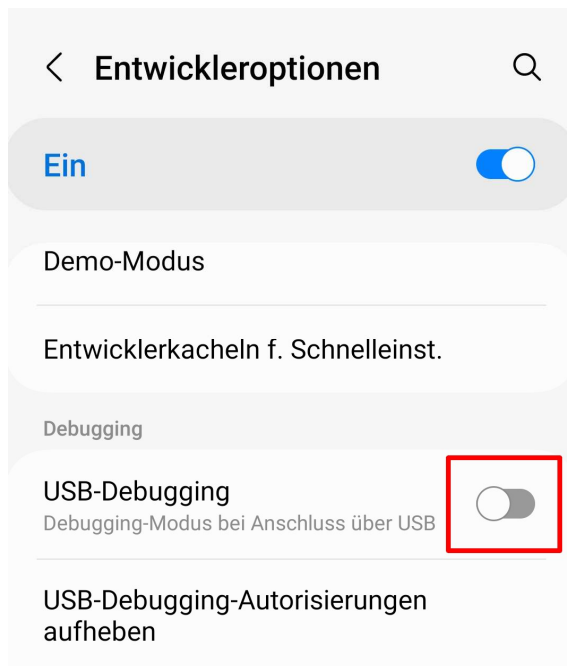


Depending on your device, it may appear under Settings > General > Developer options.

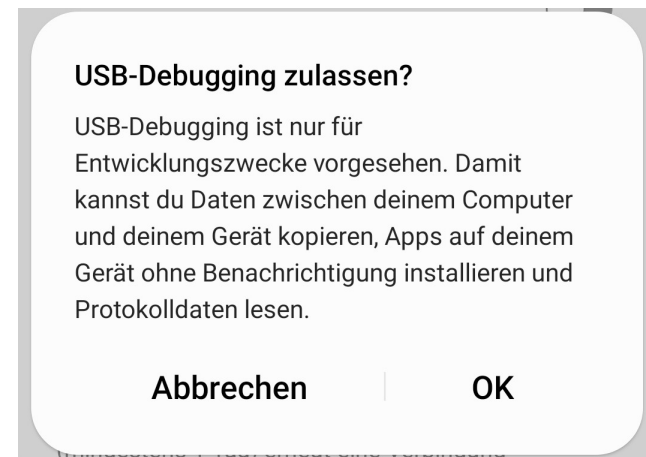


Switch USB Debugging ON

Open Developer Options and switch on USB-Debugging:



You will be asked:



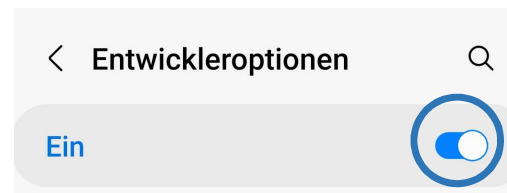


Take care

It is ***your*** responsibility to turn on Developer Options and USB Debugging.

In case any strange effects happen on your phone afterwards, neither your school nor your teacher take any warranty !

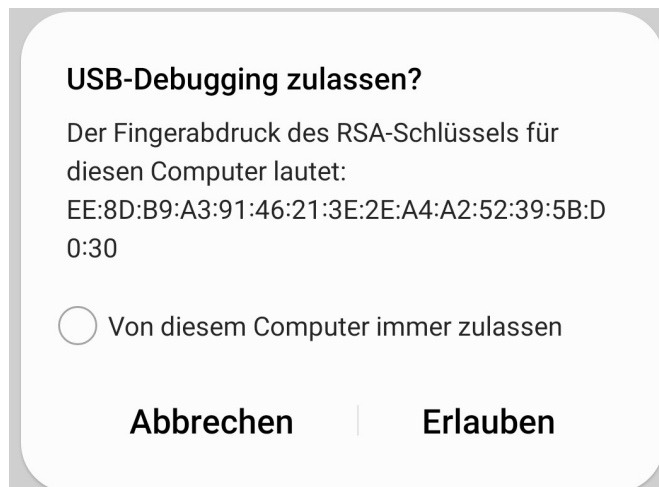
You can turn them easily off by tapping:





Test a flutter app on your phone (part 1)

After connecting your phone via USB to a Windows PC, you will be asked on your phone:





Test a flutter app on your phone (part 2)

When you allowed USB-Debugging in this last dialog, you should see your phone in “flutter devices”:

```
PS D:\GS\code\Flutter\99 FDG\possible apps\fdg_lux_meter> flutter devices
4 connected devices:
SM A336B (mobile) • RZCW200FZAW • android-arm64 • Android 13 (API 33)
Windows (desktop) • windows • windows-x64 • Microsoft Windows [Version 10.0.19045.3086]
Chrome (web) • chrome • web-javascript • Google Chrome 116.0.5845.190
Edge (web) • edge • web-javascript • Microsoft Edge 117.0.2045.31
```

Otherwise it will be displayed as ‘not authorized’:

```
PS D:\GS\code\Flutter\99 FDG\possible apps\fdg_lux_meter> flutter devices
3 connected devices:

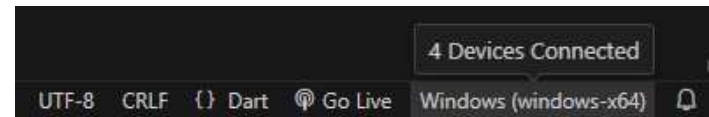
Windows (desktop) • windows • windows-x64 • Microsoft Windows [Version 10.0.19045.3086]
Chrome (web) • chrome • web-javascript • Google Chrome 116.0.5845.190
Edge (web) • edge • web-javascript • Microsoft Edge 117.0.2045.31

• Device RZCW200FZAW is not authorized.
You might need to check your device for an authorization dialog.
```

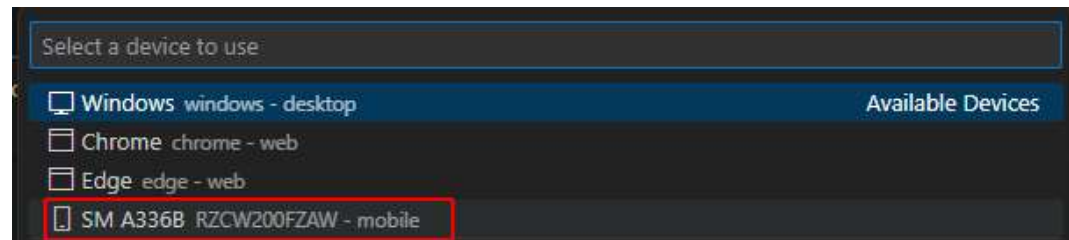


Test a flutter app on your phone (part 3)

When you see your phone in “flutter devices”, you can also select it as device in VS Code. Tap the right-most field in the status bar of VS Code:



And select your phone in the list of devices:



When you start debugging now by pressing F5 in VS Code, your app is transferred to your phone, installed there and executed.