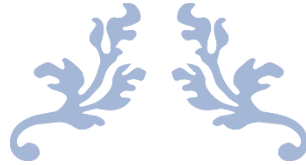




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LAB 02



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Course : Mobile App development
Section: SE 5-2

Presented to :

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Objective

- Install and configure the required tools for **Flutter development**.
 - Set up **Android Studio** with Flutter and Dart plugins.
 - Create and run a **first Flutter project**.
-

Steps Performed

1. Installation of Flutter

- Downloaded **Flutter SDK** from the official Flutter website.
 - Extracted SDK to a suitable directory (e.g., C:\src\flutter on Windows).
 - Added **Flutter bin folder** to **system PATH environment variable** to run Flutter commands globally.
 - Verified installation by running:
 - flutter doctor → This checks system requirements, Android SDK, connected devices, and missing dependencies.
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2. Installation of Android Studio

- Installed **Android Studio IDE**.
 - During setup, installed:
 - **Android SDK**
 - **Android Virtual Device (AVD)**
 - Installed **Flutter plugin** and **Dart plugin** inside Android Studio.
 - Linked Flutter SDK path in Android Studio settings.
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3. Creating the First Flutter Project

- Opened Android Studio → **New Flutter Project**.
- Selected **Flutter Application**.
- Configured:
 - Project name




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- Flutter SDK path
 - Package name
 - Save location
 - IDE generated a starter app with **main.dart** file (default counter app).
-

4. Running the Project

- Chose between:
 - **Physical device** (enabled Developer Options + USB Debugging).
 - **AVD Emulator** (created Android Virtual Device in AVD Manager).
 - Pressed **Run**  button.
 - App launched successfully showing the **default counter app** with **Increment button**.
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Key Learnings

- How to set up **Flutter development environment**.
 - Understanding of **Flutter Doctor** for troubleshooting.
 - How to create, configure, and run a **basic Flutter project**.
 - Confirmed successful setup through **running default Flutter app**.
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