R.no: 19

AIM: To install flutter and Android Studio on our machine.

Code:

1. Flutter installation successful:

```
Manage your Flutter app development.
Common commands:
   flutter create <output directory>
     Create a new Flutter project in the specified directory.
  flutter run [options]
     Run your Flutter application on an attached device or in an emulator.
Usage: flutter <command> [arguments]
Global options:
-h, --help
-v, --verbose
                                           Print this usage information.
                                           Noisy logging, including all shell commands executed.

If used with "--help", shows hidden options. If used with "flutter doctor", shows additional diagnostic information. (Use "-vv" to force verbose logging in those cases.)

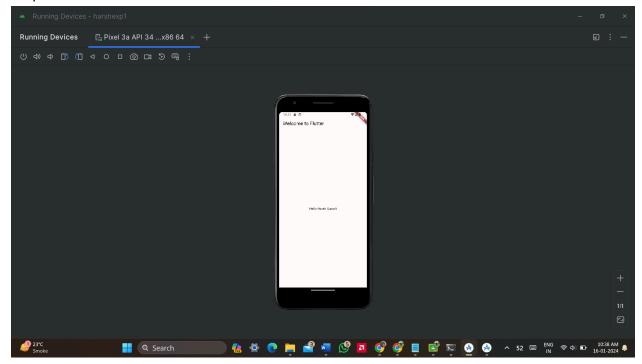
Causes lines sent to stderr to be prefixed with "ERROR:".
     --prefixed-errors
                                           Reduce the amount of output from some commands.
Toggles output word wrapping, regardless of whether or not the output is a terminal.
     --quiet
     --[no-]wrap
                                            (defaults to on)
                                           Sets the output wrap column. If not set, uses the width of the terminal. No wrapping occurs if not writing to a terminal. Use "--no-wrap" to turn off wrapping when connected
     --wrap-column
                                           to a terminal.
 -d, --device-id
                                            Target device id or name (prefixes allowed).
     --version
                                           Reports the version of this tool
     --machine
                                           When used with the "--version" flag, outputs the information using JSON.
     --[no-]color
                                           Whether to use terminal colors (requires support for ANSI escape sequences).
```

2. Code:

```
import 'package:flutter/material.dart';
void main() {
  runApp(const MyApp());
}
class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);
  @override
Widget build(BuildContext context) {
  return MaterialApp(
    title: 'Welcome to Flutter',
    home: Scaffold(
    appBar: AppBar(
        title: const Text('Welcome to Flutter'),
    ),
    body: const Center(
        child: Text('Hello Harsh Gawali'),
    ),
    ),
    ),
    );
}
```

}

Output:



Conclusion: Thus, we have successfully installed flutter and Android Studio and executed a basic project.

