NAME: HETAL NIKAM   **DIV:D15A**   **ROLL NO. 39**
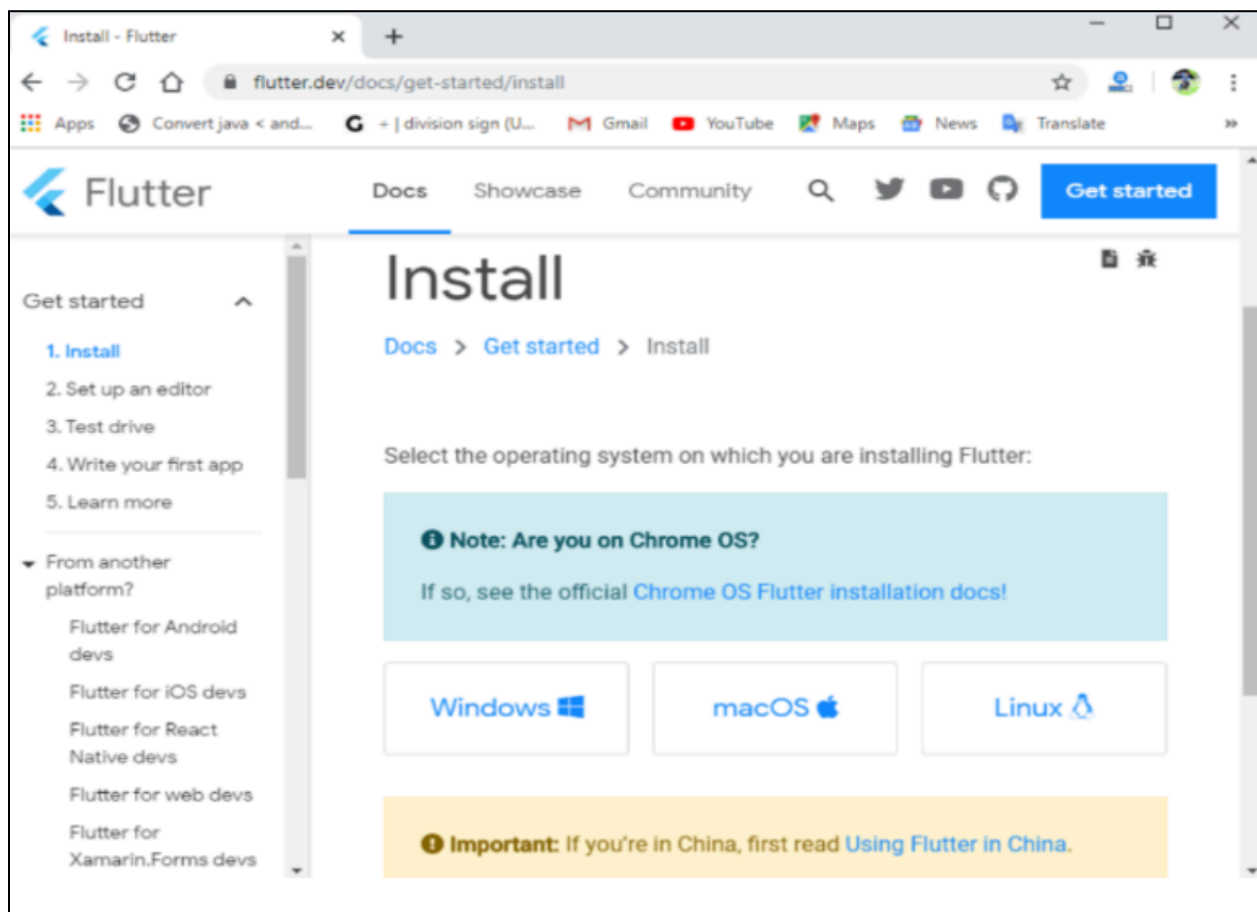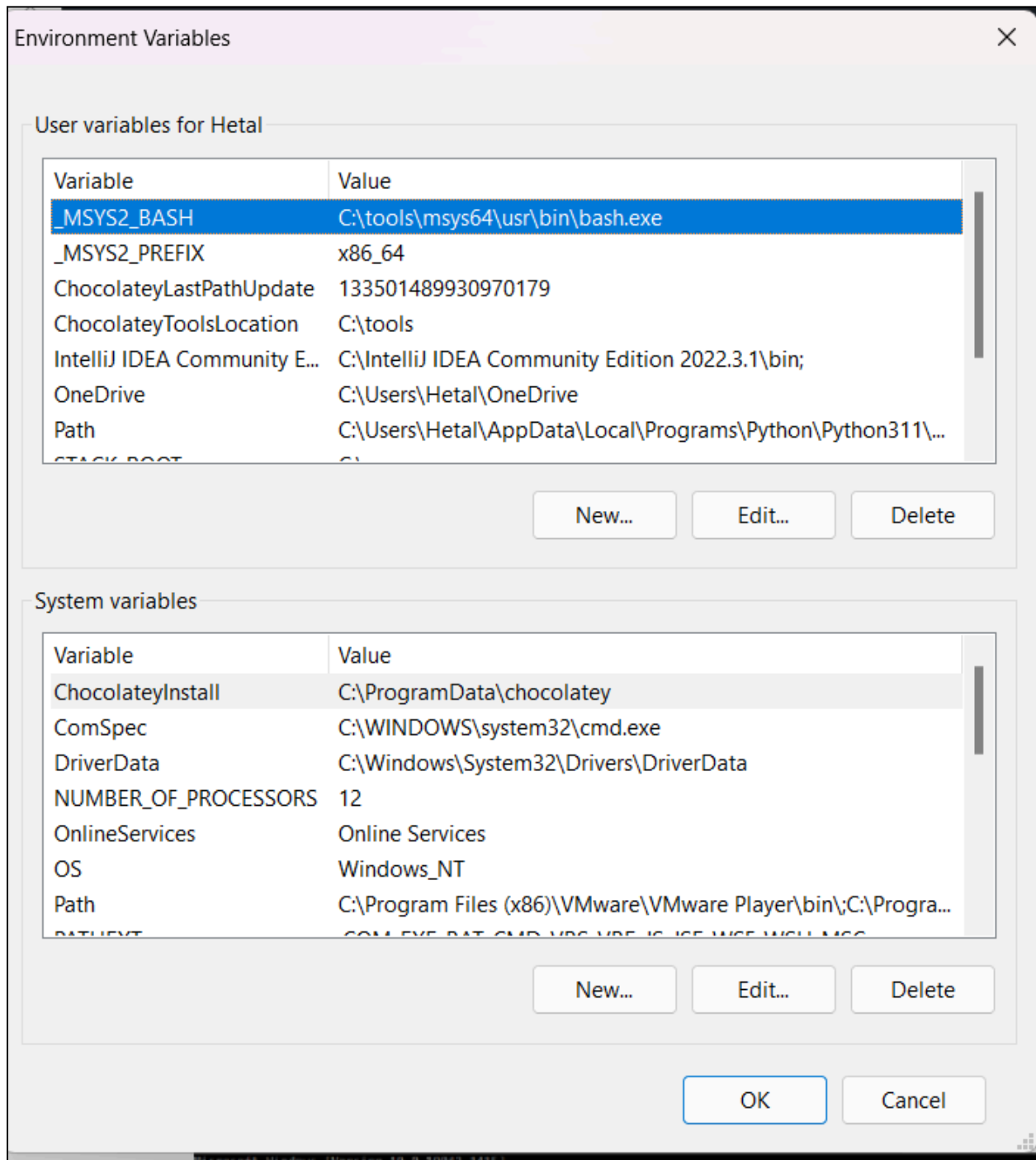
EXP 1

AIM : Installation and Configuration of Flutter Environment.

Installation steps:

1.Install the Flutter SDK for Windows

2. Set Environment variables:

3.$flutter command


```
Command Prompt                                                                    —   □   ×
Microsoft Windows [Version 10.0.19042.1415]
(c) Microsoft Corporation. All rights reserved.

C:\Users\jalpa>flutter
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               Print this usage information.
-v, --verbose            Noisy logging, including all shell commands executed.
                         If used with "--help", shows hidden options. If used with "flutter doctor", shows additional          diagnostic informati
on. (Use "-vv" to force verbose logging in those cases.)
-d, --device-id          Target device id or name (prefixes allowed).
    --version            Reports the version of this tool.
    --suppress-analytics Suppress analytics reporting when this command runs.

Available commands:

Flutter SDK
  bash-completion  Output command line shell completion setup scripts.
  channel          List or switch Flutter channels.
  config           Configure Flutter settings.
  doctor           Show information about the installed tooling.
  downgrade        Downgrade Flutter to the last active version for the current channel.
  precache         Populate the Flutter tool's cache of binary artifacts.
  upgrade          Upgrade your copy of Flutter.

Project
  analyze          Analyze the project's Dart code.
  assemble         Assemble and build Flutter resources.
  build            Build an executable app or install bundle.
  clean            Delete the build/ and .dart_tool/ directories.
  create           Create a new Flutter project.
  drive            Run integration tests for the project on an attached device or emulator.
  format           Format one or more Dart files.
```

4.$flutter doctor


```
\Users\jalpa>
\Users\jalpa>
\Users\jalpa>flutter doctor
nning "flutter pub get" in flutter_tools...              17.0s
ctor summary (to see all details, run flutter doctor -v):
  Flutter (Channel stable, 2.8.1, on Microsoft Windows [Version 10.0.19042.1415], locale en-US)
  Android toolchain - develop for Android devices
  X Unable to locate Android SDK.
    Install Android Studio from: https://developer.android.com/studio/index.html
    On first launch it will assist you in installing the Android SDK components.
    (or visit https://flutter.dev/docs/get-started/install/windows#android-setup for detailed instructions).
    If the Android SDK has been installed to a custom location, please use
    `flutter config --android-sdk` to update to that location.

  Chrome - develop for the web
  Android Studio (not installed)
  VS Code (version 1.55.2)
  Connected device (2 available)

Doctor found issues in 2 categories.

\Users\jalpa>flutter doctor
ctor summary (to see all details, run flutter doctor -v):
  Flutter (Channel stable, 2.8.1, on Microsoft Windows [Version 10.0.19042.1415], locale en-US)
  Android toolchain - develop for Android devices (Android SDK version 32.0.0)
  X cmdline-tools component is missing
    Run `path/to/sdkmanager --install "cmdline-tools;latest"`
    See https://developer.android.com/studio/command-line for more details.
  X Android license status unknown.
    Run `flutter doctor --android-licenses` to accept the SDK licenses.
    See https://flutter.dev/docs/get-started/install/windows#android-setup for more details.
  Chrome - develop for the web
  Android Studio (version 2020.3)
  VS Code (version 1.55.2)
  Connected device (2 available)

Doctor found issues in 1 category.
```
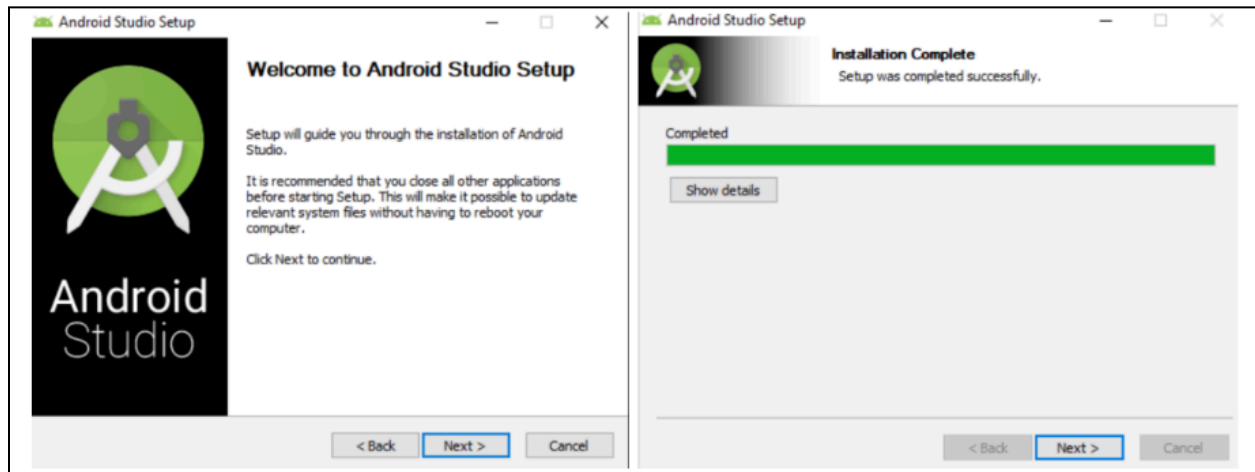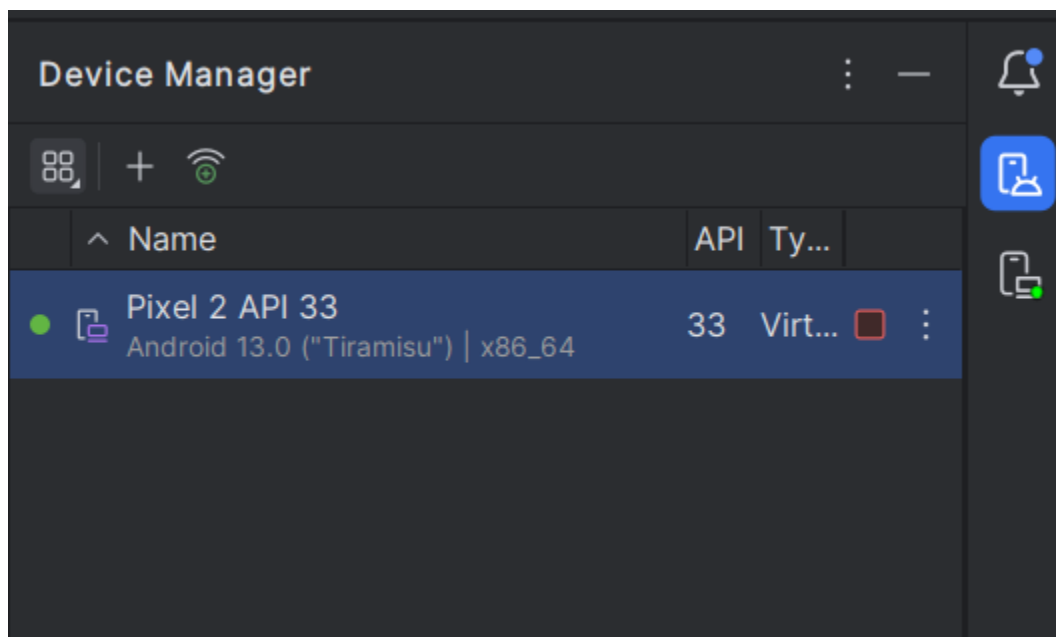
5.Install Android Studio and Android sdk

6.Create a Virtual device

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 HETAL NIKAM'),
        ),
      ),
    );
  }
}
```

OUTPUT: