Name: Ishan Hemwani Experiment-1 D15C/16
DOP: DOS:

Aim : Installation and Configuration of Flutter Environment.

Theory

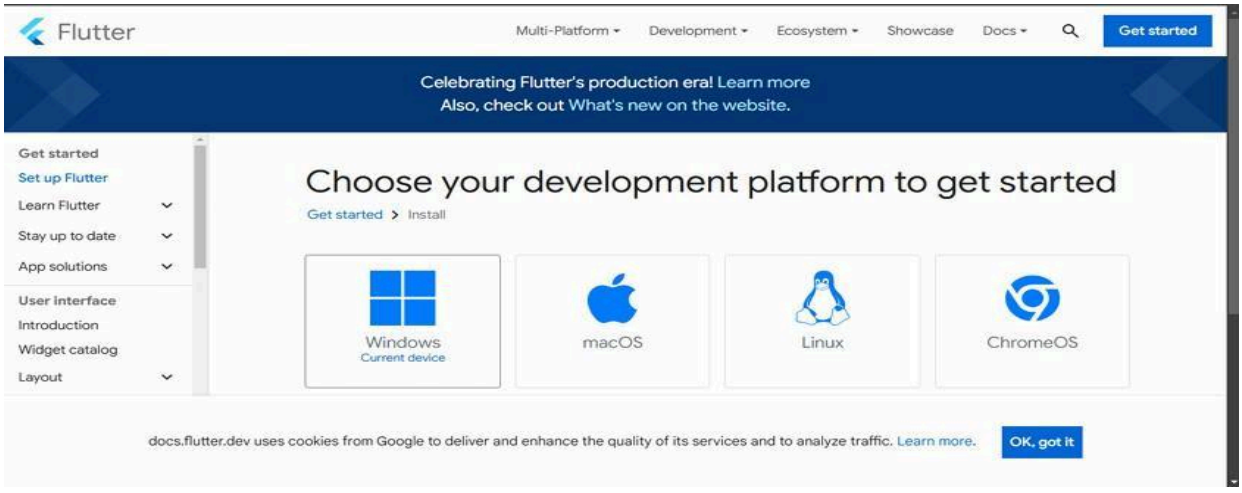
Flutter, an open-source UI development toolkit by Google, is widely used for building natively compiled applications for mobile, web, and desktop from a single codebase. The installation and configuration of the Flutter environment serve as the initial step for developers to harness this powerful framework for app development.

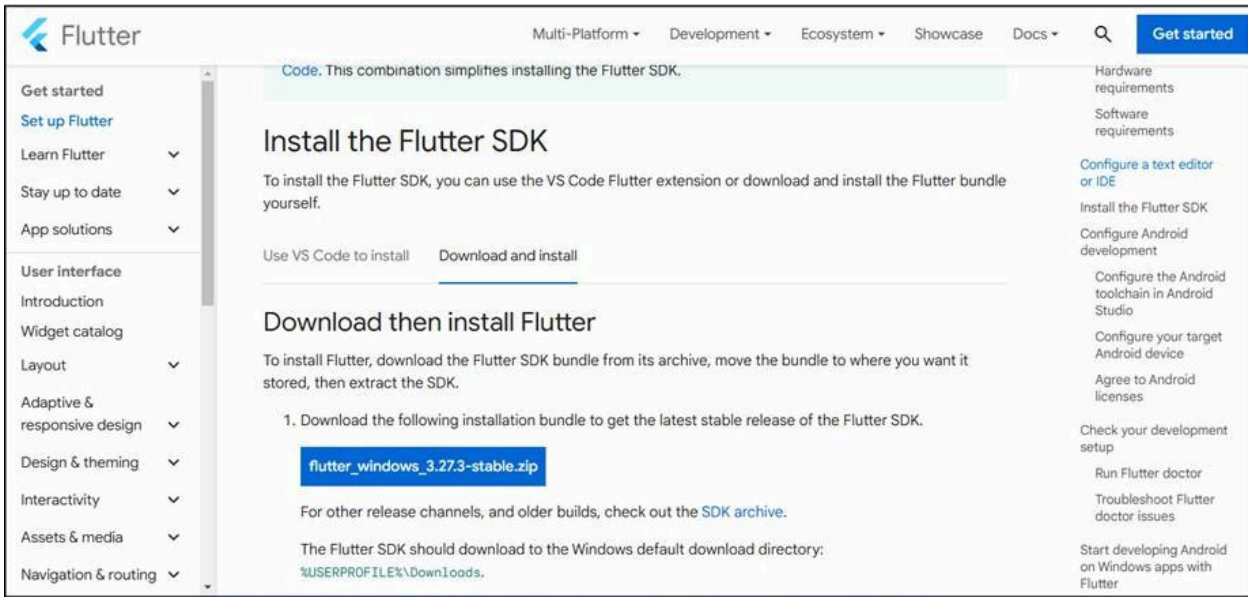
To achieve this setup, the process involves ensuring that all dependencies—such as the Flutter SDK, Android Studio, and required plugins—are appropriately installed. The configuration ensures the seamless functioning of Flutter's development and debugging capabilities. This experiment aims to familiarize developers with the essential tools and establish a robust development environment.

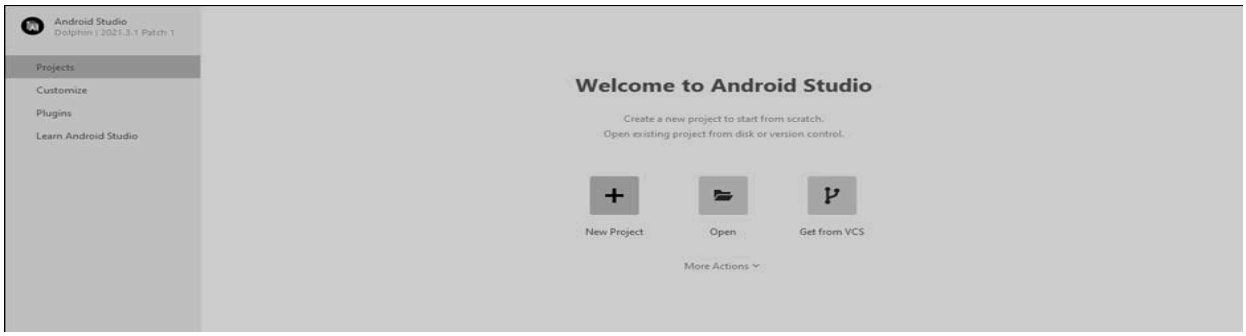
The underlying concepts include:

- **Flutter SDK:** A collection of tools, libraries, and documentation necessary for Flutter development.
- **Dart Programming Language:** The language used to write Flutter applications.
- **IDE Integration:** The role of Integrated Development Environments like Android Studio or Visual Studio Code in enhancing productivity.
- **Environment Variables:** Their importance in configuring tools like Flutter and ADB (Android Debug Bridge).

Steps :







Conclusion: Thus we have successfully installed flutter and ran it to create a sample application.