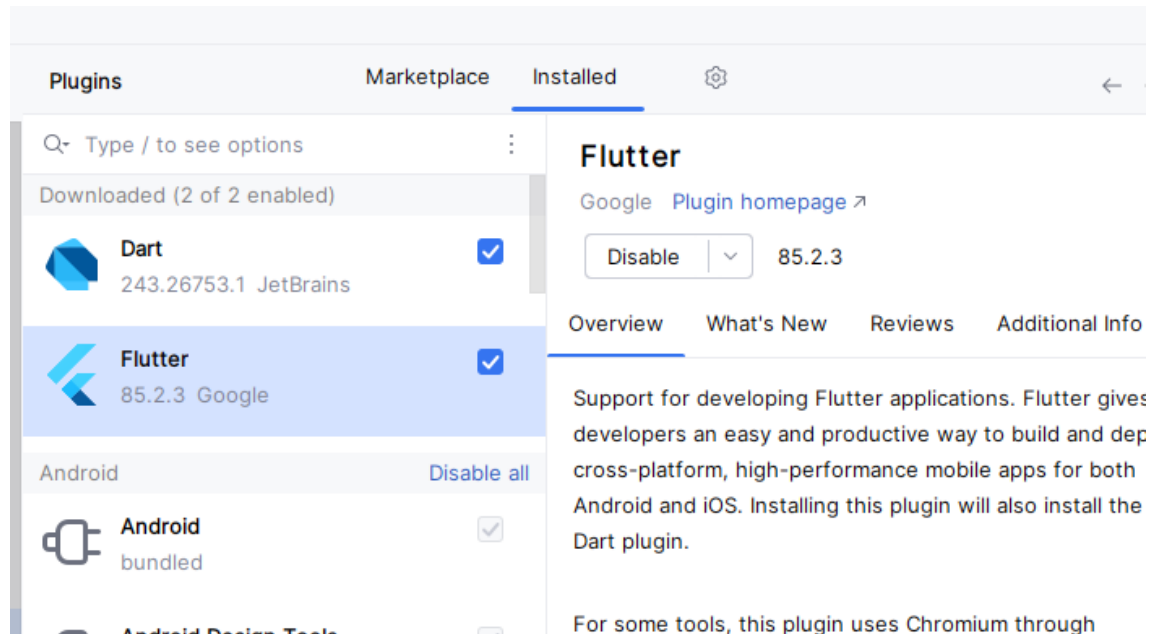


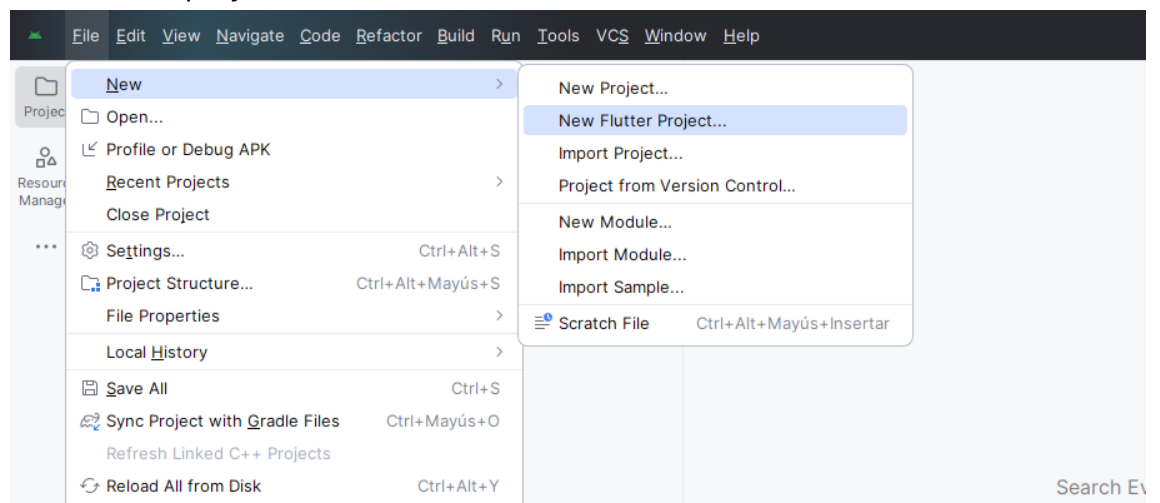
Configuración de Flutter

Harry Ascuña

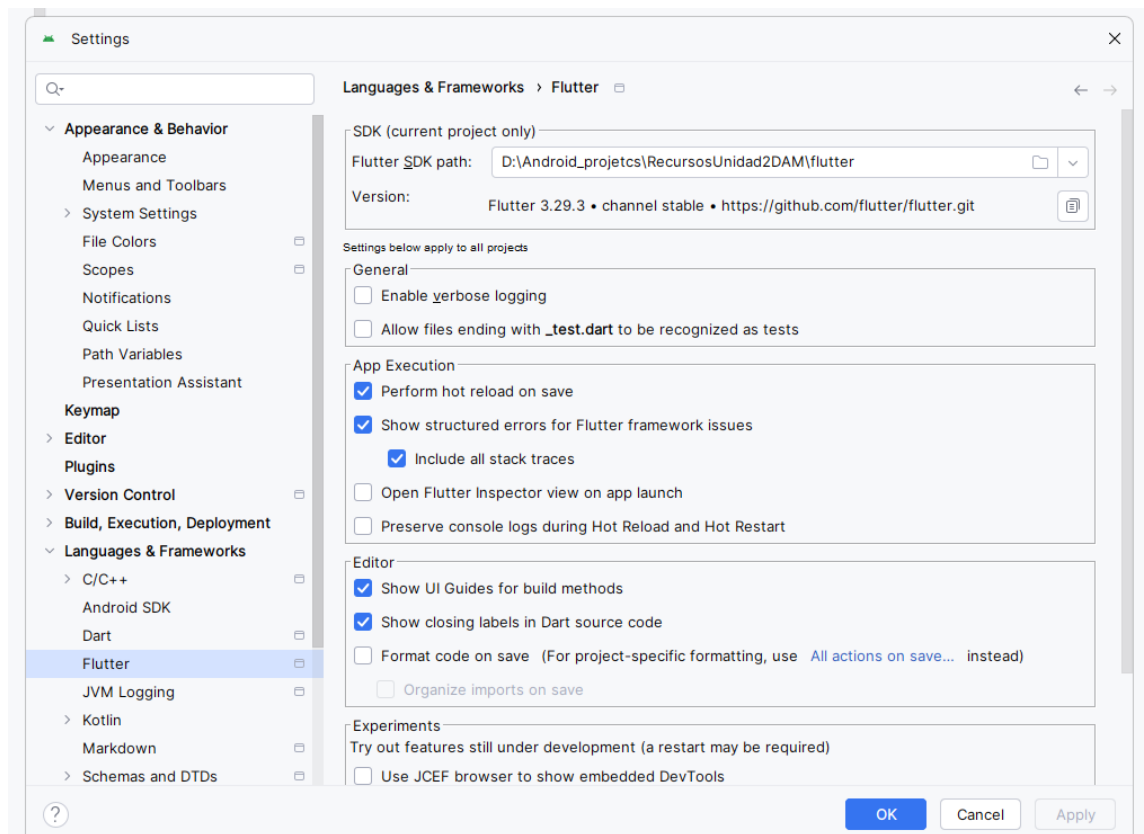
1. Agregar Plugin de Flutter



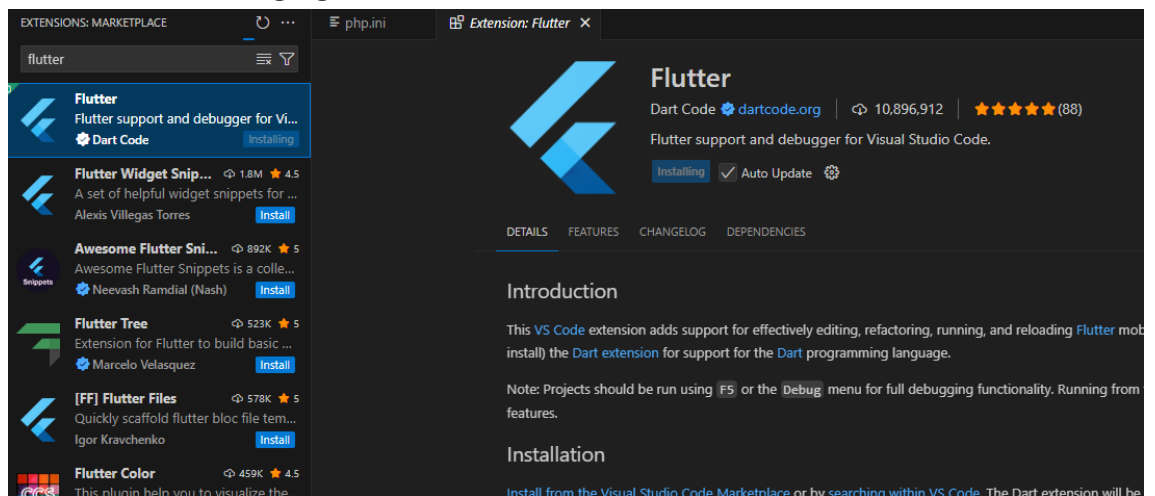
2. Crear nuevo proyecto con Flutter



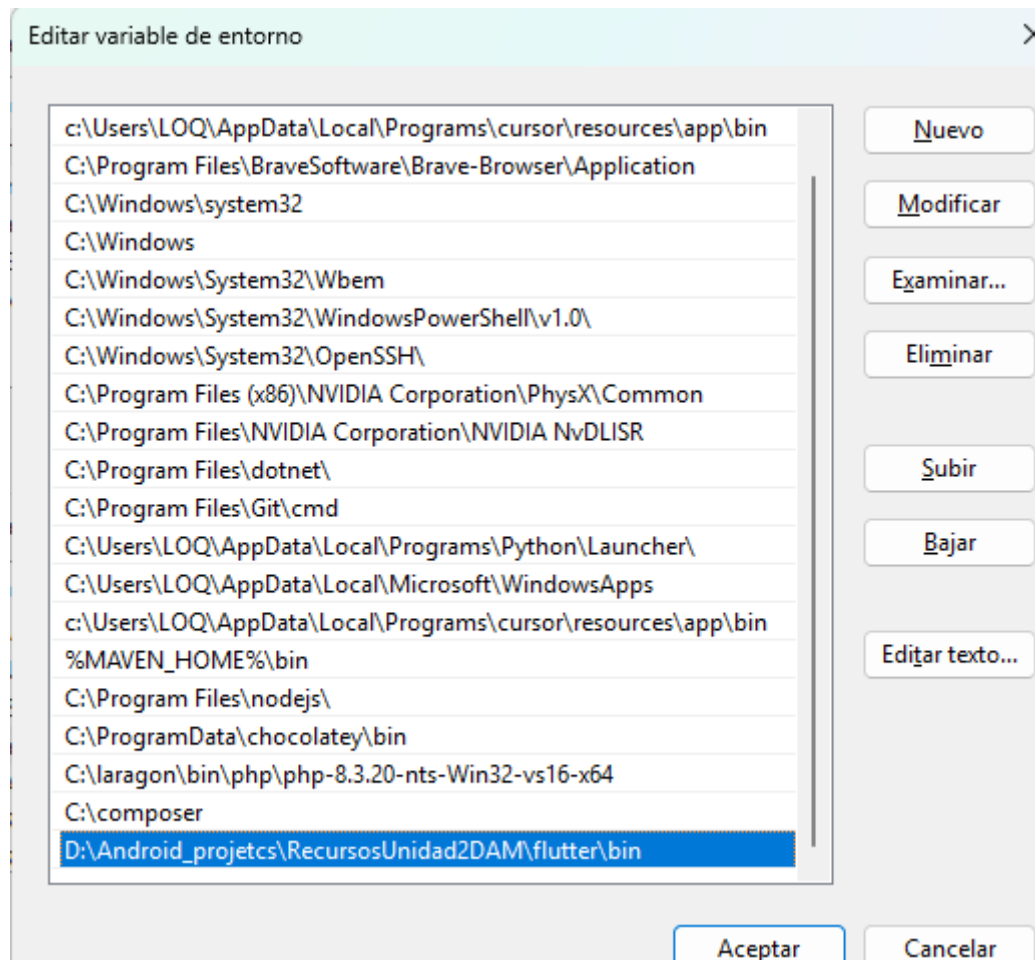
3. Agregar SDK



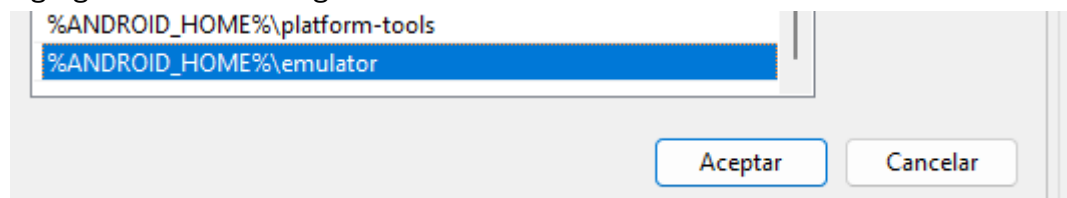
4. En el Visual Code agregar la extensión flutter



5. Agregar Flutter a las variables de entorno



6. Agregar también configuración del emulador



7. Elegir el emulador

```
C:\Windows\System32>cd C:\Users\LOQ\AppData\Local\Android\Sdk\emulator

C:\Users\LOQ\AppData\Local\Android\Sdk\emulator>emulator -list-avds
Medium_Phone_API_36
Pixel_5
Pixel_5_2
Pixel_5_3
```

8. Ejecutar Flutter

```
PS D:\Android_projetcs\flutter_demo> flutter run
Launching lib\main.dart on sdk gphone64 x86_64 in debug mode...
Running Gradle task 'assembleDebug'... 80,7s
✓ Built build\app\outputs\flutter-apk\app-debug.apk
Installing build\app\outputs\flutter-apk\app-debug.apk... 2.906ms
I/flutter ( 5584): [IMPORTANT:flutter/shell/platform/android/android_context_gl_impeller.cc(94)] Using
I/Choreographer( 5584): Skipped 686 frames! The application may be doing too much work on its main th
D/HostConnection( 5584): HostComposition ext ANDROID_EMU_CHECKSUM_HELPER_v1 ANDROID_EMU_native_sync_v2
position_v1 ANDROID_EMU_host_composition_v2 ANDROID_EMU_vulkan ANDROID_EMU_deferred_vulkan_commands AN
DROID_EMU_vulkan_ignored_handles ANDROID_EMU_has_shared_slots_host_memory_allocator ANDROID_EMU_vulkan
ue_submit_with_commands ANDROID_EMU_sync_buffer_data ANDROID_EMU_vulkan_async_gsi ANDROID_EMU_read_co
```

9. Respuesta de Flutter para Android

